THE OFFICIAL SEGA SATURN MAGAZINE

ISSUE 5

MARCH 96

SEGA SATURN MAGAZINE

AG SYSTEMS™

£2.75



Playstation's top title comes to Saturn!

wipEout

We bring you ALL the details!

Fighting Vipers

The essential lowdown on AM2's new combat game!

SEGA SATURN MAGAZINE SEGA TIME ATTACK 1996 SEGA RALLY TIME ATTACK COMPETITION

Euro '96

The best soccer game for ANY system!

PLUS! MANX TT VIRTUAL ON SEGA RALLY SHINING WISDOM STREETFIGHTER ALPHA X-MEN LEGEND OF THOR GUARDIAN HEROES BAKU BAKU ANIMAL PANZER DRAGOON 2

‘SOLVING THE MYSTERY MEANS VISITING THE DARK PIT OF YOUR SOUL’



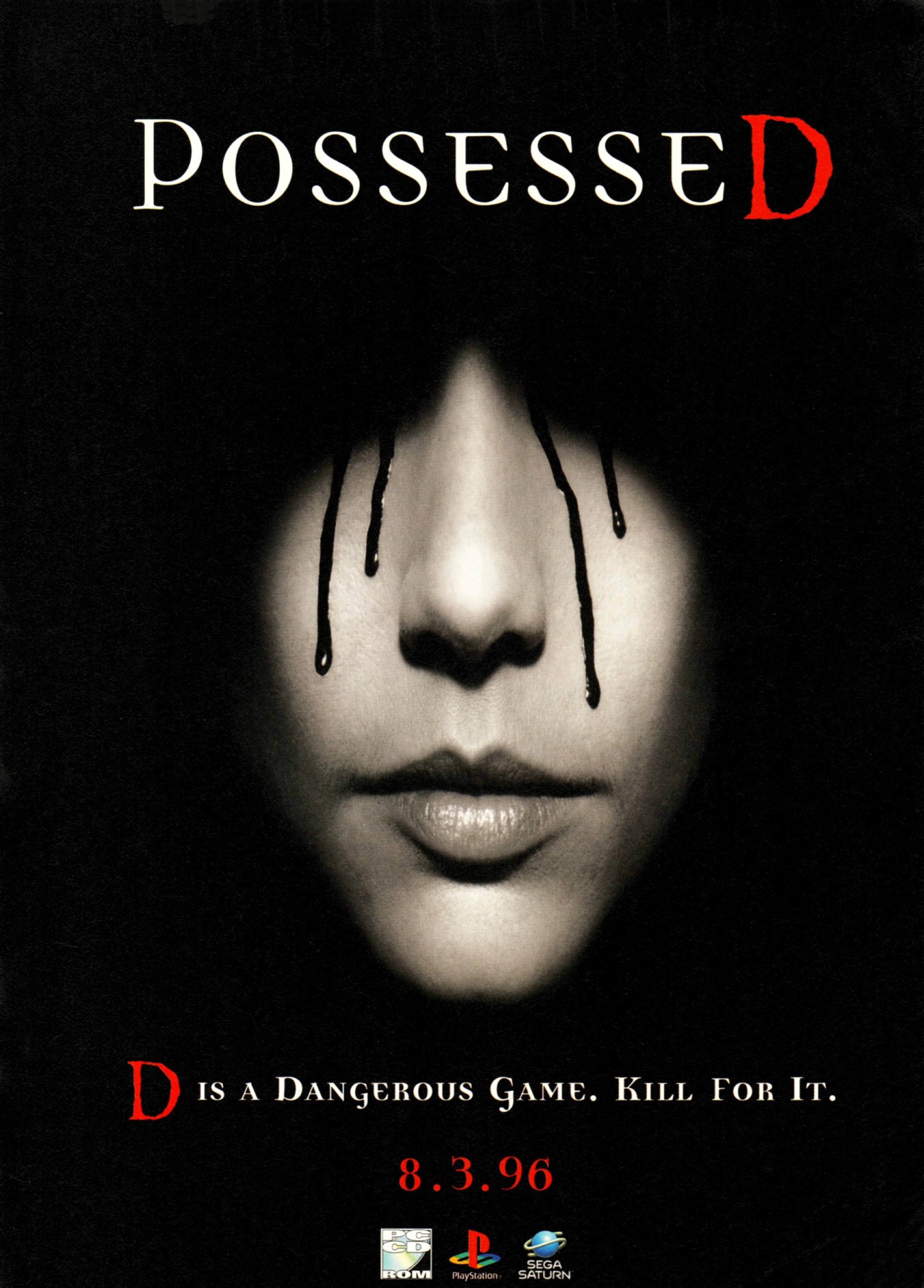






W A R P.

Acclaim entertainment, ltd.


POSSESSED
D IS A DANGEROUS GAME. KILL FOR IT.
8.3.96
PC CD ROM
PlayStation
SEGA SATURN

SEGA SATURN™ MAGAZINE

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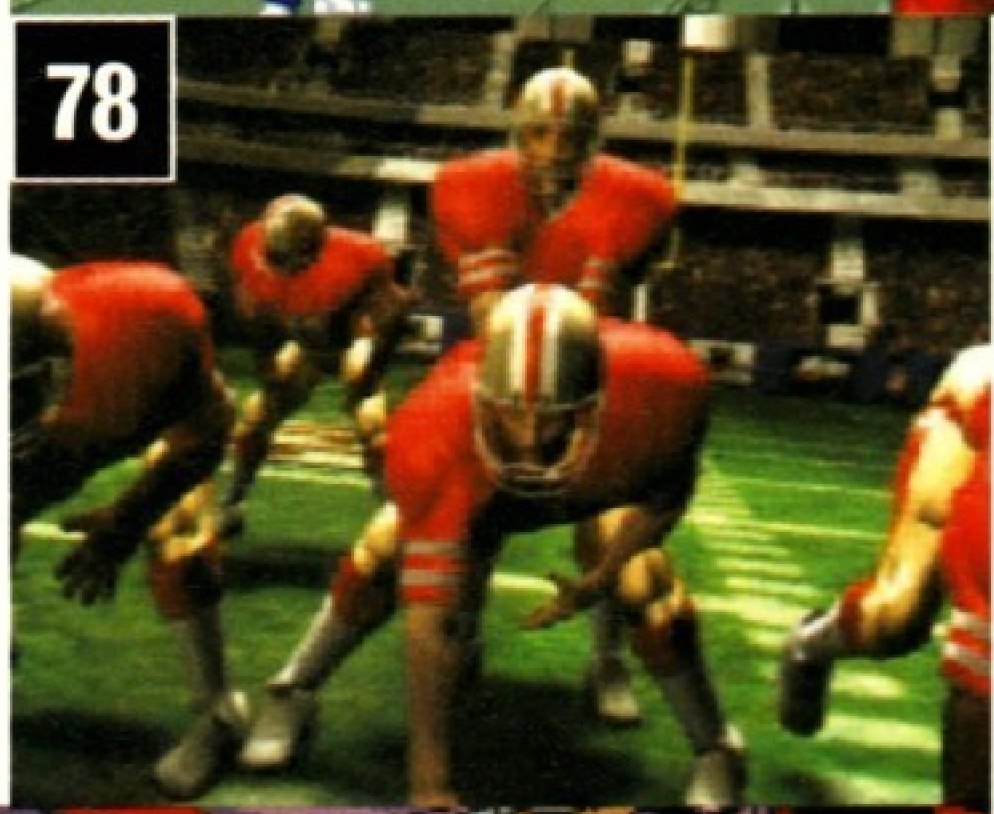
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PLUS!

SEGA RALLY TIME ATTACK COMPETITION 76

See if your times qualify!

VIRTUA FIGHTER 2 MASTERCLASS 88

The second part of our essential VF2 guide!

SEGA RALLY GUIDE 84

How to take those corners and come first in Sega Rally!

ATEI SHOW REPORT, INCLUDING:

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VIRTUAL ON 24

Ten pages on the best coin-ops coming your way soon!

SHOWCASES

EURO '96 44
Worried that the Saturn has few good footie titles to its name? We don't blame you, FIFA wasn't exactly all it was cracked up to be, was it? But, don't worry, developers Gremlin are on the case and are currently converting and revamping their Playstation hit, Actua Soccer, in time for the European Championships in June. Will it be any good? Damned right it will!

STREETFIGHTER ALPHA 50
You still can't buy this officially for another month or so, but importers are currently doing a roaring trade with Streetfighter Alpha. It's easy to see why – after almost six years since the first version of SF, it still has all the playability and entertainment value it always had!

PANZER DRAGOON 2 54
Last month, we brought you the first feature on Panzer Dragoon 2, and this month there's more! Almost four levels of the game are now complete and the result is way, *way* more impressive than the original Panzer Dragoon!

LEGEND OF THOR 56
You saw him on the Megadrive, and after a short hibernation period, he returns, fully transformed and ready for 32-bit action. There's still no word on when this will be released in the UK, but this feature comes from an almost complete version of the game!

X-MEN: CHILDREN OF THE ATOM 60
After much faffing around, Acclaim have finally decided to release this ahead of schedule, which means it could be in the shops by the time you read this! We take this top title apart, and bring you everything you'll ever need to know about all things X!

GUARDIAN HEROES 66
A couple of months ago the first playable versions of Guardian Heroes arrived in the UK. Now, the code is completely finished, although you won't be able to get hold of the game over here for quite a while (the text translation alone will take a couple of months). We take a look at the finished version.



COVER STORY:

WIPEOUT 36
When we first printed a news story on the impending arrival of Wipeout, no one believed it was true! But, two months on, the game has arrived in a near-complete state, and the conversion is every bit as good as we hoped it would be. Our eight page feature highlights every aspect of this excellent racer and explains why you absolutely have to own it.

SEGA SATURN™ NEWS

SEGA GO STRAIGHT TO THE TOP OF THE CHARTS!

As we went to press, we received news that Sega Rally has just earned itself the prestigious title of fastest selling CD game in history. In fact, it smashed the previous record, held by Destruction Derby, by a whacking 10%. Funnily enough, we weren't that surprised as Sega had predicted this a few weeks before the game's release. What it does prove though, is that interest in the Saturn has never been greater, and if what we've been hearing from retailers is true, then new sales of Sega's machine are set to overtake those of the Playstation any day now!
For those who just didn't believe WipEout could be possible on the Saturn, we've managed to bring you the first in-depth look at the conversion. These are 100% Saturn pics, not lifted from PSX versions, as people may have you believe.
As for the rest of this issue, if you're into football, you'll need to look no further than the forthcoming version of Euro '96. Plus, there's a look at Thor, and an update on the stunning Panzer Dragoon 2. Oh, and don't forget to stay tuned for news of our next CD issue...
Sam Hickman, Editor

LOADED COMING TO SATURN!

One of the biggest hits in late '95/early '96 has, without a doubt, been Loaded on the Playstation. In fact, it shipped 250,000 copies on its first week of release! And yep, you guessed correctly, it's coming to Saturn in just a few months!

Developers Gremlin are currently working on the Saturn conversion and are confident of bringing a top class result your way as early as May.

If for some reason, you've heard hide nor hair of Loaded before, the game concept is astoundingly simple – a band of mercenaries have been imprisoned in space and are determined to blast their way out and seek revenge on F.U.B., the evil guy responsible for their imprisonment. You choose one of the six characters to get blast your way out of the meanest prison planet that's ever existed.

Loaded has been highly acclaimed for its brilliant 3D gameplay, and mixed with its high quality light sourced graphics, it's easily one of the most frenetic, engaging Playstation games to date. And considering that there's a severe lack of games such as this on the Saturn, it's likely to do very well indeed.

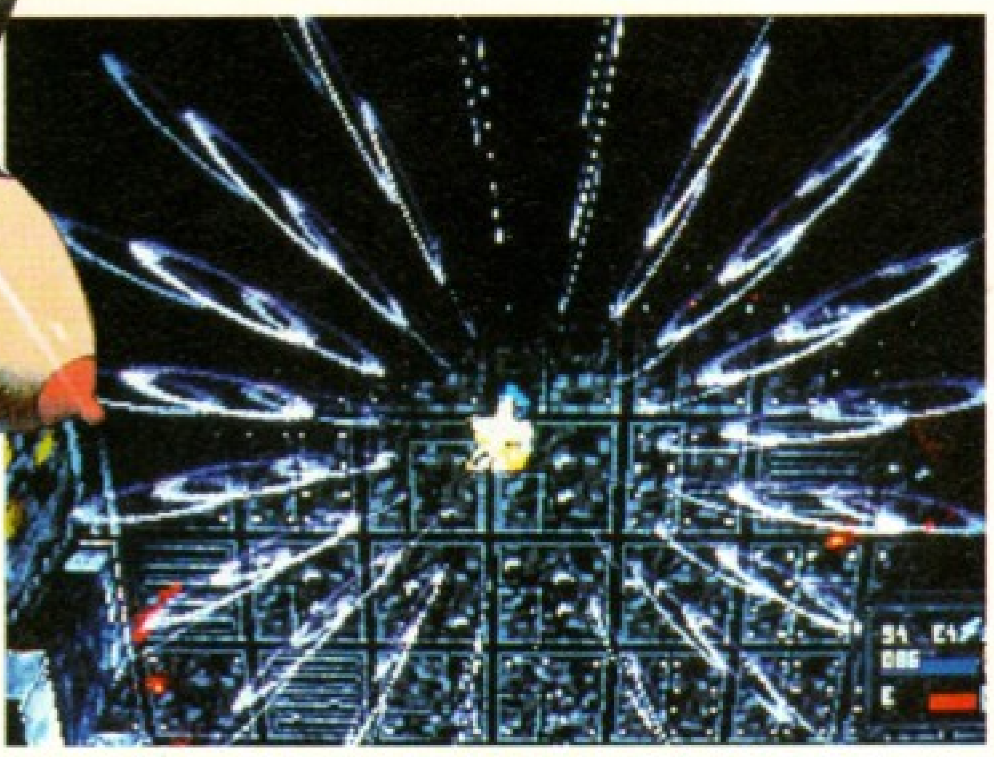
Loaded has also received a lot of attention for its great soundtrack too. This was lifted from cyber crusties Pop Will Eat Itself's latest album, Two Fingers My Friends, and has been described by some as "The best music on any game, EVER!". It also features top-class graphics from 2000AD veteran Greg Staples.

At the moment, Gremlin have only managed to complete the first level of the Saturn version, but work on the conversion should be pretty straightforward from now on. In fact, we should be able to bring you an in-depth preview of the game as early as next month.

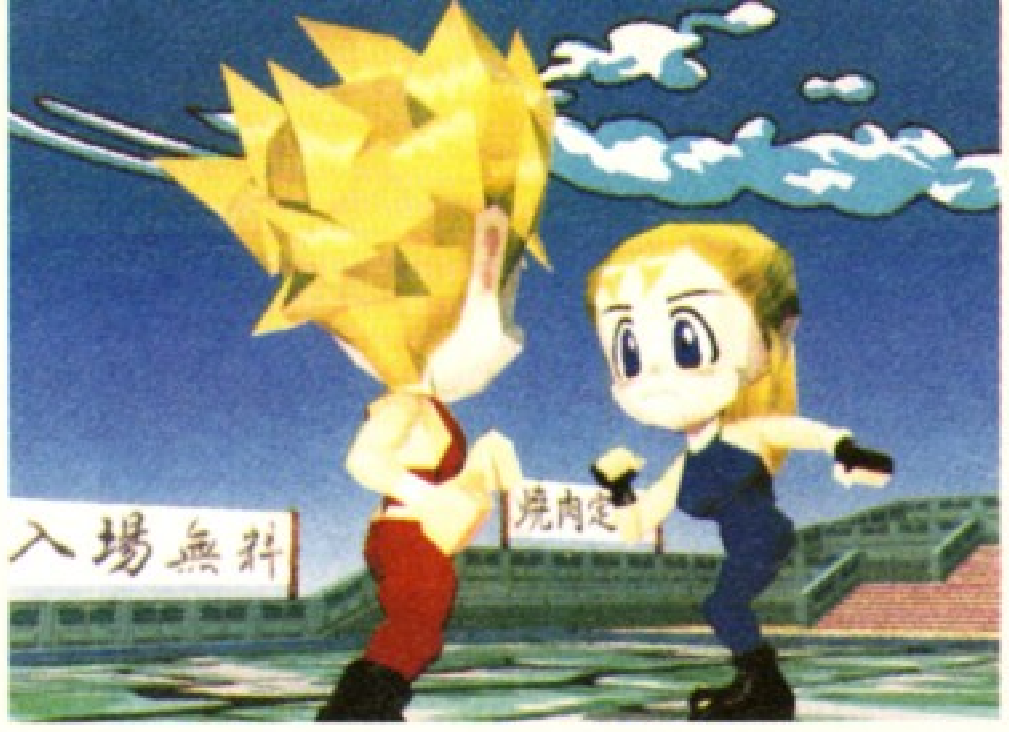












VIRTUA FIGHTER KIDS SET FOR AN ARCADE RELEASE!

Kids today eh? They're not like they were in my day. They're all aggressive psychopaths, up to their eyeballs in crack. That's what The Sun says, and I'm not about to argue. Indeed, Sega themselves are ready to reinforce our perception of this HONEST FACT with a new arcade game planned for release this summer – Virtua Fighter Kids. Developed by AM2, obviously with Japanese bizarro tastes in mind, VF Kids is based, like Sonic Fighter, on the Virtua Fighter 2 game engine. Basically it pits Super Deformed (ie with big cute heads and wickle ickle bodies) versions of the characters into a brawling arena. Little is known about a specific release date, even for Japan, and it's also unclear as to whether it'll ever appear in UK arcades. But it looks dead cool. As soon as we've some more information we'll let it be known to you.





WIN!

EXCLUSIVE SEGA RALLY, VIRTUA COP AND VIRTUA FIGHTER 2 POSTERS!

Getting fed up with that old Jonny Hates Jazz poster hanging on your bedroom wall? Tired of that Hulk wallpaper that matches your bed covers? Worry no more, because there's a simple way to cover up this embarrassing evidence of your tasteless past. Why not get three huge arcade posters of Sega Rally, Virtua Fighter and Virtua Cop up there instead? We've got five sets to give away. Answer this easy little question and they could be yours: What's the name of the secret car in Sega Rally? Is it...

a) the Old Spice?
b) the Stratos?
c) the Denim?

Send your entries to ARCADE POSTER COMPO, SEGA SATURN MAGAZINE, 30-32 PRIORY COURT, FARRINGDON LANE, LONDON, EC1R 3AU.



WIN!
A MISSION STICK- UNAVAILABLE IN THE UK! PLUS COPIES OF WING ARMS!

Wing Arms (reviewed last month) is the perfect game on which to try out the latest accessory to arrive in the Saturn Mag offices. Released by Sega, it's called the 'mission stick' and it boasts "the ultimate control for flying and shooting games". Well, we checked it out and it really is very good actually — weighty, solid, stable and responsive. But, being the ever-generous souls that we are, we're going to give you the chance to win it, with a copy of Wing Arms to try it out on. This is just as well actually, because you can't actually get hold of the mission stick in this country.There are also four copies of Wing Arms up for grabs as well. If you're interested, just answer this simple question: What does the 'VE' in VE Day stand for? Send your answers to WING ARMS COMPO, SEGA SATURN MAGAZINE, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. BY March 30th.





TURN ON. TUNE IN. PLAY GAMES.

For some time now Sega have been attempting to create a cable channel that subscribers can tune in to and play games on. In much the same fashion as the pay-as-you-watch system for videos in the States, those with the channel have a vast range of games that they can pick from at the touch of a button. Sega have been working on the project with techno-boffins General Instrument, and it was originally intended to be available last summer.

To access the channel, subscribers simply plug an adapter into their console, poay their monthly dues and away they go. Just when (or indeed if) we can expect to see this system in general use in the UK is something that the marketing sharks are still arguing about, but needless to say, we'll keep you tuned in.

Saturn to get internet connection facilities in '96!

As promised by Sega of Japan when the Saturn was first launched, the Saturn will receive an internet/ modem connection of the course of this year. The unit was actually unveiled at a recent Tokyo toy show, although Sega haven't actually made a big deal out of it at all! But, sure enough, the uses for this "box" are almost limitless, allowing Saturn owners access to the internet, and indeed to PC facilities and AV equipment too.

Of course, the joypad will limit the range of options on offer, but once Sega have released their keyboard, it should be possible to access and receive the full internet service. Until then, Sega will provide a number of CDs with hundreds of site addresses on for easier access , and included in the initial £100 for the cost of the modem are three other news services, incorporating Sega's own on-line service. Naturally, this is going to be a very popular add-on for the machine, and at such a cheap price, it's hardly surprising. As usual, the Japanese will be the first to receive the modem, and at the moment, there's been no word on a UK release. But as soon as we know anything...



SKELETON WARRIORS APPEAR ON SATURN

If you were one of lucky people who had the pleasure to play our excellent demo disc a couple of months ago, then you'll probably remember a trailer for Skeleton Warriors, a spooky game hailing from the States. Well, the first versions of the game are beginning to appear and while it couldn't be classed as "ground-breaking", the final version could be a pretty compelling hack 'em up.

Released by Playmates in the US, the game hasn't actually been signed up for release in the UK yet, but expect to hear an announcement in the next month or so – it's pretty certain that it would do fairly well over here.

As you can see from the pictures, the game is your traditional horizontally scrolling slasher, and although it may seem quite basic at the moment, there are some nice touches to be found in the graphics. More on this one when we hear news of UK distributors.







SEGA RALLY IS FASTEST SELLING CD GAME IN HISTORY!

Gallup's latest poll has revealed that Sega Rally is the fastest **EVER** *selling video game in history! The previous record holder was Destruction Derby on the PlayStation. Sega Rally sold an amazing 10, 000 odd copies in its first week, and it's still selling by the bucket load (in fact it was still number one in the charts as SEGA SATURN MAGAZINE went to press). Sega's Andy Mee, in response to the news says, "Saturn games will be the success story of 1996". Sega Rally follows in the footsteps of Virtua Fighter 2 and Virtua Cop, completing the success story of Sega's 'big three'. More importantly though, it shows that Saturn games are becoming every bit as popular as their Playstation counterparts, if not more so. In fact, retailers are predicting new machine sales of the Saturn to overtake those of the Playstation within the next couple of weeks!*



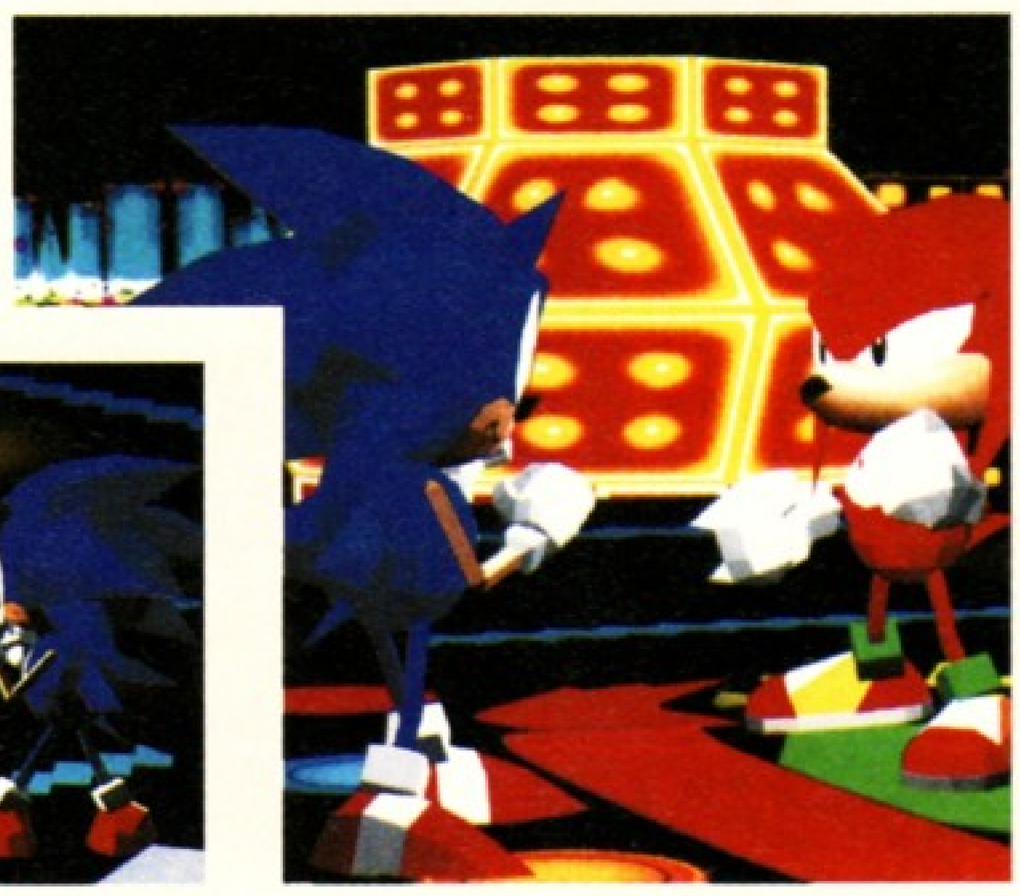
KNUCKLES APPEARS IN SONIC ARCADE GAME!



After revelations last month of Sonic's belated arrival on the Saturn, we can now bring you some more pictures of this curious beat 'em up title. Conclusive proof that Knuckles is alive and well comes in the shape of these shots showing him staring down Sonic in readiness for a fight. Going by the looks of these shots, it seems evident that AM2 are making real progress with the game. There'll be more as and when we get it.



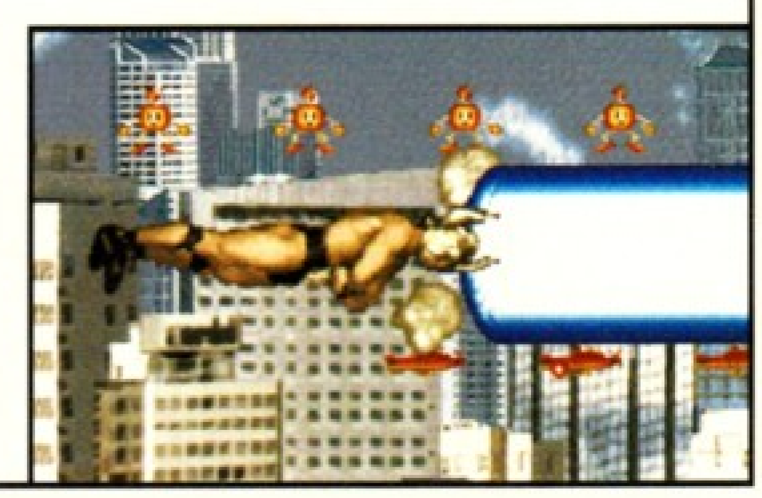


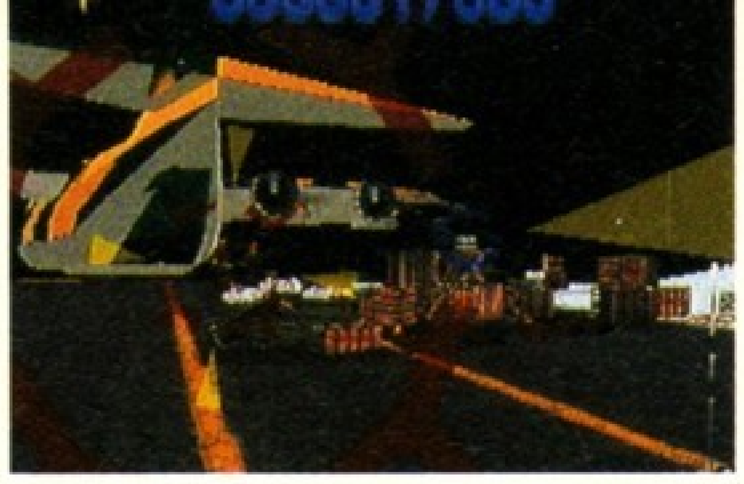


SUPER BIG BROTHER IS WATCHING YOU

Every now and then, a title turns up on import that really does make you wonder about Japanese culture. Super Big Brother is, well, a shoot 'em up I suppose, except rather than intergalactic space ships doing the shooting, it's people in little more than their pants. The kind of environments they move through are like pastiches in the Monty Python style. Even stranger though are some of the things that you shoot at — buddha's, yogic flyers and huge heads with lethal beams emanating from them. Think of something abstract and it's probably in there. Unfortunately, there's no sign of an official release over here, although we might still see it in one guise or other. Who knows!











DIE-HARD WITH A SATURN! DIE HARD TRILOGY

News has emerged of a promising future release from Probe software and Fox Interactive, who have been hard at work on a new game for the Saturn based on the exploits of John McClane. Despite the lack of Bruce Willis endorsing the product, the game still looks to be a major UK software title of 1996, and has one special feature to set it apart from other games - it is actually three games in one!

Sega Saturn Magazine was treated to a special previewing session at Probe's headquarters in Croydon, and we extensively played on an early version of the game. The three chapters follow the plots of the films (as one might expect), and all feature different slants on the action theme. The first adventure, known simply as Die Hard, takes place inside a Los Angeles skyscraper (modelled on 20th Century Fox's headquarters) on a desperate rescue mission. The player must battle through fourteen floors of mayhem before a final stand-off in the Penthouse suite, and on the way, McClane may shoot at a variety of foes, cars, drinks machines and computer equipment in a search for hidden objects and grenades. The gameplay is reminiscent of Fade to Black or Lone Soldier (a 3D commando game on the PlayStation), and looks to be the most promising of all the levels we observed.

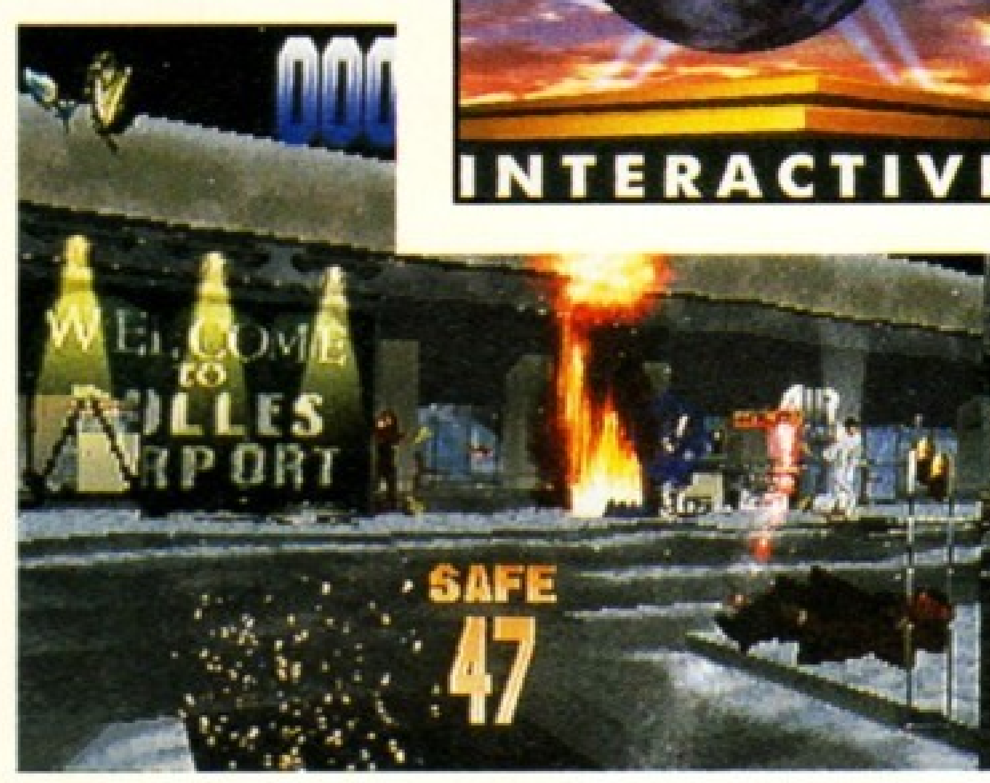


The second chapter, Die Harder, places John McClane inside a Washington airport overrun by terrorists in an attempt to halt their activity and save hostages (can you see a pattern emerging?). After a lengthy foyer confrontation, the action switches to the runway, the surrounding Virginia countryside before a final helicopter showdown. All this sounds rather exciting, but once we sat down to play this level, we found it to be the weakest of the levels by far. The action takes place in a Virtua Cop style environment (indeed, this level is compatible with the VC gun), with enemies running at you (or hiding) whilst you stay on a pre-calculated path. However, Die Harder differed from the Sega shooter in that the graphics became very messy when many enemies appeared, and the polygon terrorists looked rather unrealistic, moving like mannequins and lacking expert motion-capture. It also didn't help that the lead programmer slagged off Virtua Cop before showing us his (albeit incomplete) offering!

Finally, in Die Hard with a Vengeance, the action moves to New York, and becomes a kind of driving game with the an objective to halt exploding bombs across the city. With a choice of 15 cars, the game runs in 3D (looking very much like another PlayStation title; Twisted Metal) with all manner of skids and 'doughnuts' possible, as well as innocent civilian carnage which was thoroughly enjoyable.

Scheduled for a summer release, Probe still have a lot of tweaking to do before the game is released, and despite looking rather rough around the edges (especially the second level), this was extremely enjoyable to play, and could be a definite best-seller.

Fox Interactive are responsible for bringing Die-Hard to the Saturn. Never heard of them before? Well, that's because they're new to the machine.





MAKE YOUR VOTE COUNT!

Yep, it's that time again, readers. In May of this year we'll be announcing the winners for the EMAP Golden Joysticks Awards, where top game companies are recognised for their best efforts in 1995. As ever, the majority of decisions for category winners are made according to reader votes. To vote, all you have to do is fill in this form (or a copy of this form) and send it in to us. There's ten subscriptions to SEGA SATURN MAGAZINE up for grabs for taking part, so don't delay! Entries must be received by March 30th and should be sent to:
GOLDEN JOYSTICK AWARDS, EMAP IMAGES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

BEST ADVERTISEMENT

32-BIT GAME OF THE YEAR

LICENSED 32-BIT GAME OF THE YEAR
(eg. FIFA Soccer)

BEST CONSOLE DEVELOPER

BEST GAME MUSIC

BEST TECHNICAL INNOVATION

SOFTWARE HOUSE OF THE YEAR

WHOOPS...

In SEGA SATURN MAGAZINE'S February Issue, we printed a review of Casper the Friendly Ghost. Unfortunately, this review was taken from an unfinished version of the game. We would like to apologise to Interplay for any problems this may have caused. As soon as the finished version arrives in our offices, we'll let you know of any review score changes.

FIFA TIPS

Well, you've probably realised now, but we're going to apologise for this one too. Yep, the FIFA tips printed in Issue #4 didn't work. We blame tips dolt Ed Lomas for this extreme bunglery, and would like to alert our readers that young Ed has received a severe kicking in one of EMAP's darkened corridors for his troubles. Ed had hoped to bring you the correct tips this issue, but he's finding it pretty hard to punch cheats in on a joypad without any fingers. Next issue though, they should arrive...

ocean

PC, PC CD-ROM, MAC, AMIGA, MEGA DRIVE, SNES,
PLAYSTATION, SATURN, CD32, JAGUAR, GAMEBOY.

TEAM 17



Ever felt like mercilessly blowing away your bank manager, tax collector, teacher, brother, sister, best friend, worst enemy or Jeremy Beadle?

Now you can, with Worms, the game of the year from Team 17 and Ocean.

It's totally pointless violence and totally addictive gameplay. Perfect.



What's it all about?

Well, rather like the morning after a really hot curry, the feeling is impossible to explain. You simply have to experience it.

So no matter what else you do today, get hold of a copy of Worms and blast away. Who knows, maybe you'll have the World's hardest worm.

© TEAM 17 1995

WORMS PLAYABLE PC DEMO - http://www.team17.com/

IN DEVELOPMENT

There's plenty of software being developed on our own shores at the moment, and at SEGA SATURN MAGAZINE, we may have been guilty of overlooking some of these titles in favour of games from our Japanese cousins. So this month, there's a much stronger focus on European games and more importantly, when you can expect to see them in the shops. And if you have any comments on any of the titles, let us know!

IN THE HUNT

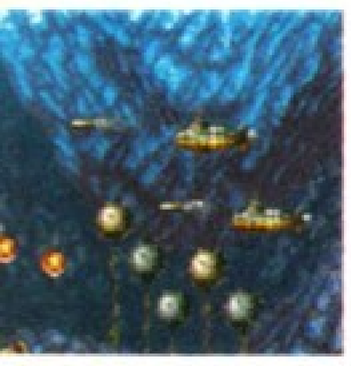
BY THQ RELEASE TBA

Released over in Japan a couple of months back, In the hunt has done fairly well on the import review scene, which basically meant it was only a matter of time before someone snapped it up for release in this country. And, this month comes the news that THQ have signed it up for their first UK Saturn release.



Which naturally, comes as a pleasant surprise to us, as it seemed that little interest had been generated in this title. Actually, it's one of the very few import games that actually managed to score well in reviews over here, and achieved a whacking 81% in our sister magazine Mean Machines, proving that it is indeed worthy of a UK release.

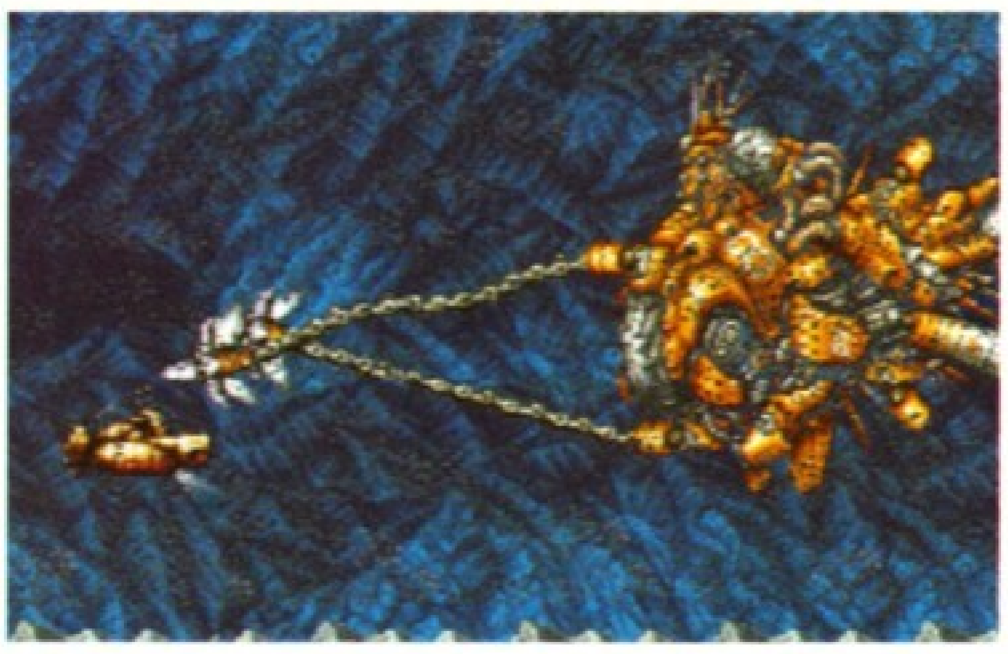
Developers THQ had been scouting around the import market for a number of months, waiting for a top product to snap up, and when they saw this scrolling shoot 'em up, they knew this was the first product that they should sign and release.



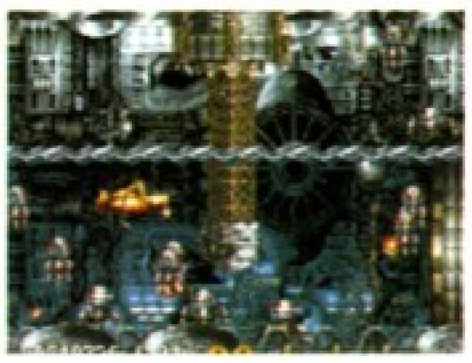
Amazingly enough, this is *another* one of those retro-type games with an arcade reminiscence and huge screen-filling bosses. While it's not exactly what we'd immediately think of as state-of-the-art, it is a pretty involving and huge game.



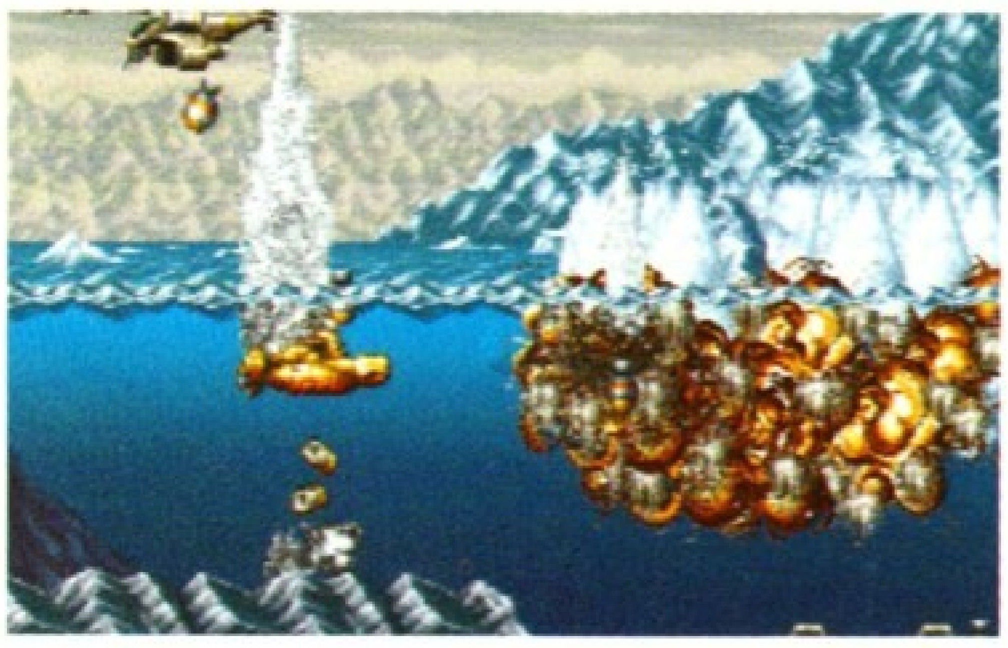
Splayed across six huge levels, In the Hunt places you inside a war-like submarine and leaves you to battle with the monsters of the deep. As you'd expect, there's plenty of fishies around, but more dangerously, you'll be expected to destroy silver dragons, giant octopi and ridiculously large rockets. As is the standard for most games of this type, In the Hunt has an amazing amount of action on screen at once and at times becomes so chaotic that you'll forget just exactly what it is you're supposed to be shooting.



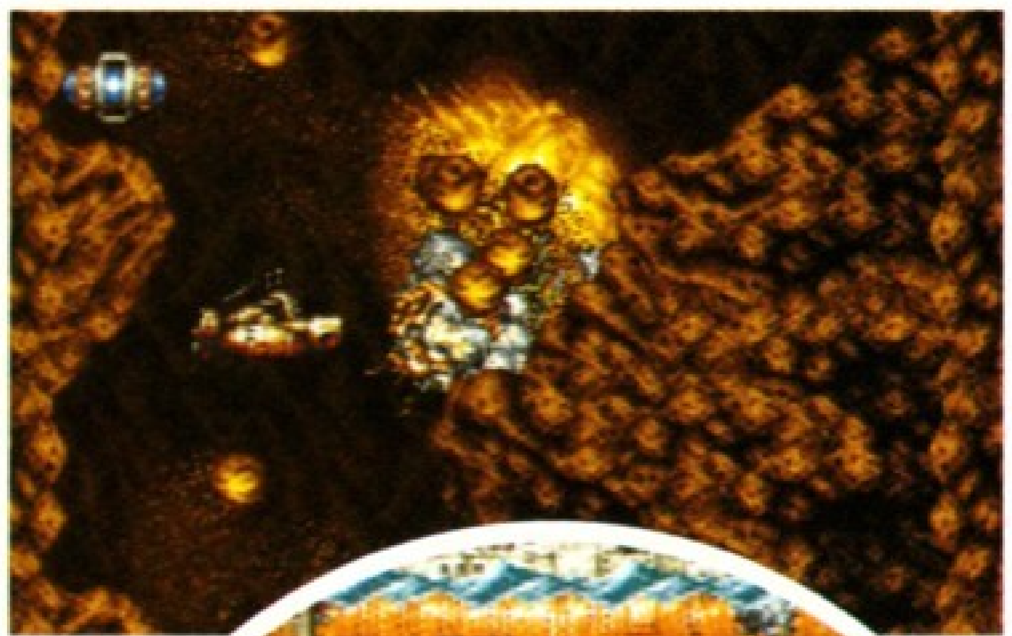




THQ are undecided whether there will be any changes made for the UK release of the game, but seeing as everything is already pretty impressive, it's unlikely. However, they are more likely to sort out the slowdown problem that plagues the game when there's too much on screen at once. A UK release is yet to be announced, but you can expect to see this in the early months of summer, maybe even as early as the end of April. And we'll certainly be keeping you posted on it until then.



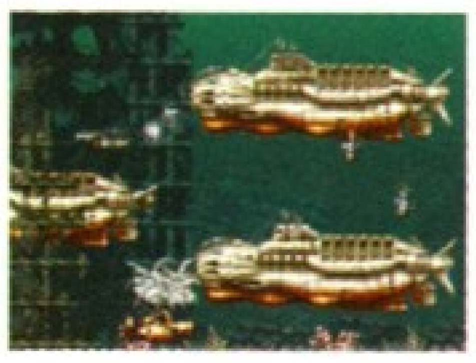


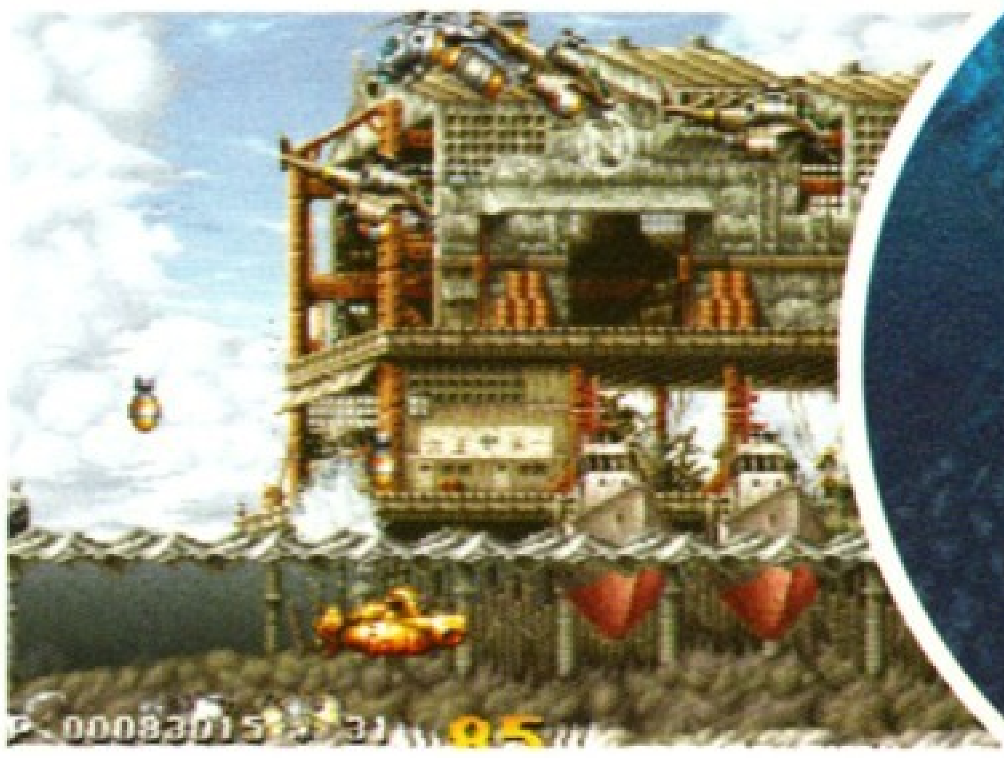




Looks pretty good, doesn't it! And the gameplay's not bad either! Huzzah for In the Hunt!









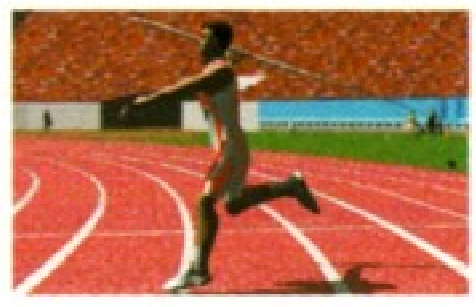
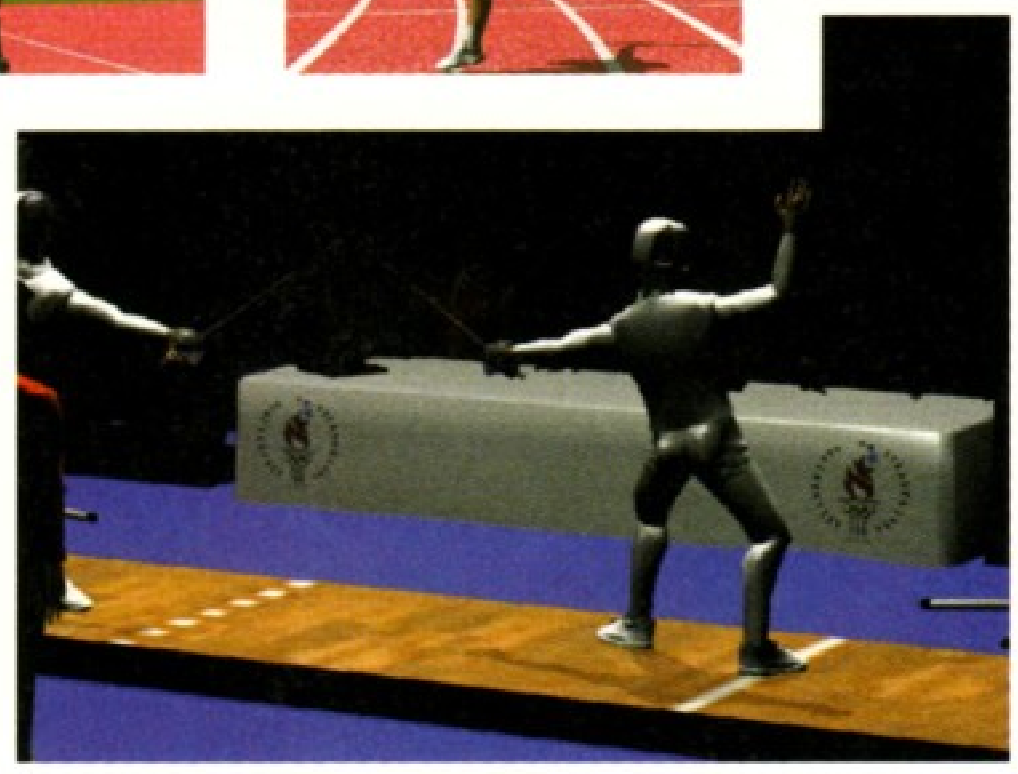
OLYMPIC GAMES

BY US GOLD RELEASE JUNE

US Gold have had a long-standing tradition of publishing Olympic-type games on console, and this year's Atlanta games comes as no exception. However, while Olympic Games has been pretty puny in the past, due to the capabilities of the machines it was published on (the gameplay was great though), you can expect to see something very different indeed for the Saturn version. Out are the matchstick swimmers of yester year, and in are full-screen sprites arriving amidst a riot of colour. As in previous games of this type, the games include swimming, javelin, discus and shooting. Naturally, this will be released to coincide with the arrival of the Atlanta games in summer of this year and will come complete with an official Olympic game licence.

Also deep in development at the moment is a US Gold Saturn football title. Taking much of its inspiration from their Megadrive (and 32X) football game, Fever Pitch, this 32-bit version will retain the gameplay but rid itself of much of the novelty features that were found in the original game. Although there's no actual screenshots available at the moment, expect to see a much more grown-up affair than the brash Fever Pitch.




Get ready for some serious swimming action.




SPYCRAFT

BY ACTIVISION RELEASE TBA

Ever fancied yourself as an undercover CIA agent with a licence to kill and a pretty sharp suit to match? Nah, you lot are far too wet to go for a career in the surveillance forces. But, you can snatch a taste of what it's really like by playing this game from Activision when it's released later on this year.

Taking its inspiration from real live episodes in the CIA, Spycraft hurls you into the shoes of a CIA agent on a mission to uncover a murderer of a Russian head of state, and break a ring of corruption rife in the Russian government.

If all this sounds just a little far fetched for a software house to recreate, then take into consideration the fact that Activision have employed a former head of the CIA to contribute to the game and a real author of spy novels to write the script, which ultimately, should mean complete authenticity within the game.

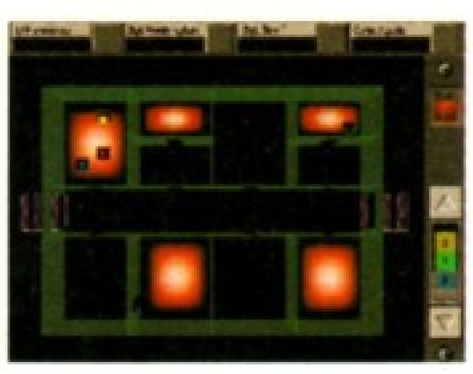
In Spycraft, everything from crime scenes to secret buildings to police records can be accessed, and all information found can be used to solve the ultimate puzzle. FMV action scenes are interspersed with puzzle sections making this both an incredibly expensive game to produce and a deeply involving strategy title.

At the moment, Spycraft is being readied for a an early April PC release, and once that's out of the way, the programmers will begin work on the Saturn conversion.

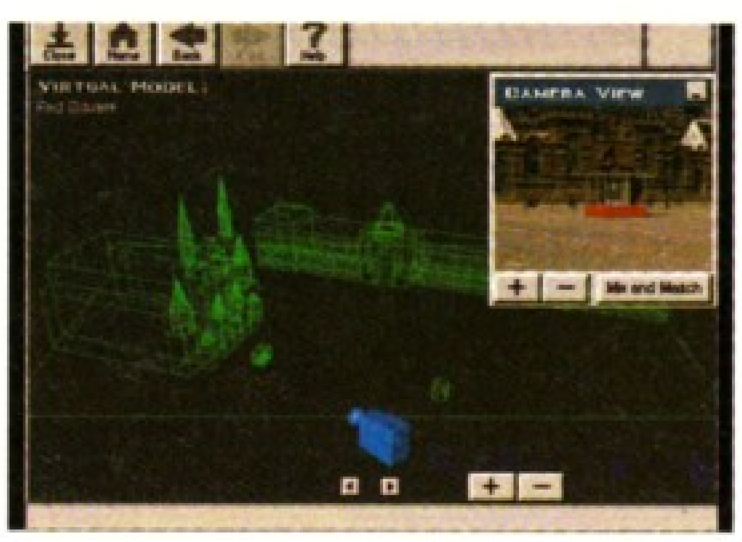
What's particularly interesting about this game is that the programmers have put together a whole internet site dedicated to Spycraft, where users can access information and track down daily updates regarding the game. Of course, if the Saturn's modem equipment is released by then, it's highly likely that this facility will become available too. More news on this one as it comes.

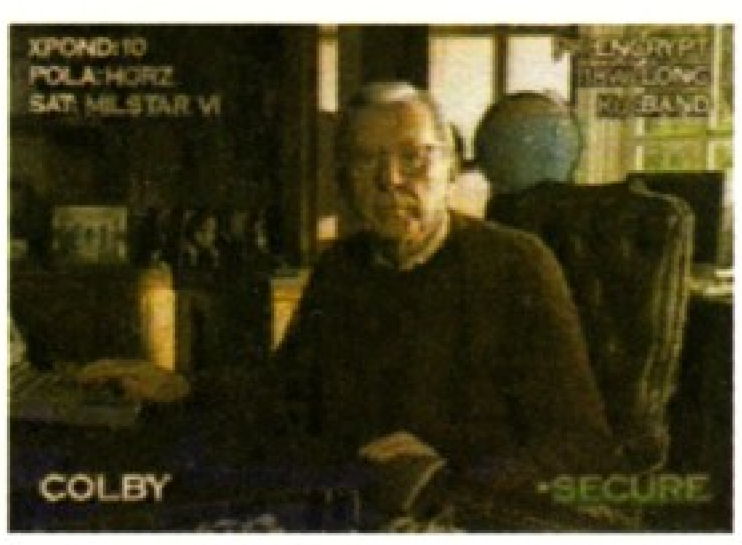


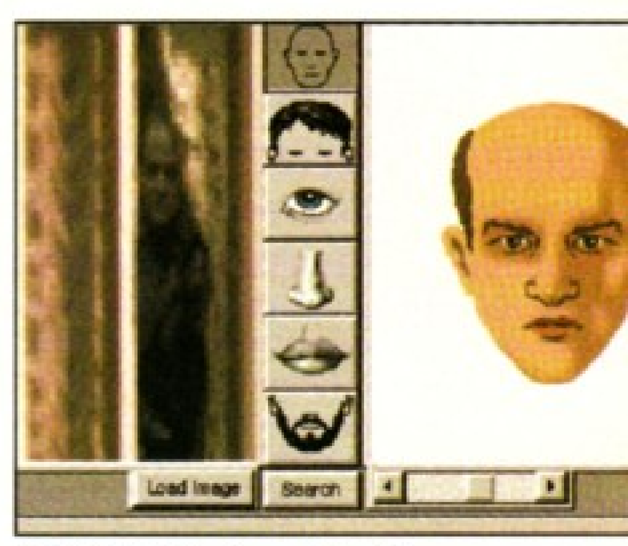


I don't know what's happening here. Sorry.





Put facial features together to confirm a suspect's identity on the CIA database.

HAT TRICK HERO

BY TAITO RELEASE UNLIKELY

Oh dear. If there's one thing that you should definitely avoid in these days of 32-bitdom, it's creating a duff footie game. Sega paid the price pretty heavily when they unleashed Victory Goal on an unsuspecting public, and at the moment, the Saturn is still awaiting a top footie title (FIFA wasn't all it was expected to be), and we can safely say, that this most definitely, isn't it.

Programmed by Taito, the very same people responsible for Darius, Hat Trick Hero is something of a step backwards for the football genre. Arriving in a box with artwork reminiscent of the 1974 World Cup, Hat Trick Hero boasts a host of Kevin Keegan wannabees with action more suited to a Master System than anything else.

Believe us, nothing in this game from the gut-wrenchingly awful gameplay to the pathetic graphics are worthy of an appearance on the Saturn, 32X or Megadrive. However, it is pretty good for a laugh, even though it's a pretty expensive one at that. Honestly, it's difficult to believe that anyone actually had the cheek to seriously consider releasing this on the Saturn, and even though the Japanese may not class football as their favourite national pastime, surely no one, not even a die hard fan is going to consider buying it.

Expect this to never see the light of day in blighty. In fact, don't ever expect to see this in the pages of SEGA SATURN MAGAZINE ever again.













No, it's not a new rule. It's actually supposed to say "Yellow card".

PUZZLE GAME

BY DATA EAST RELEASE UNLIKELY

With the arrival of AM3's Baku Baku Animal on the Saturn, it seems as though puzzle games are once again regaining popularity. While the Saturn's puzzlers got off to a somewhat shaky start with Hebereke's Popoito, there's been a fair few Puyo Puyo rip-offs that have done fairly well on the import circuit. And now Data East have unleashed their contribution to the puzzle world, although we'll be damned if we can pronounce the game's title.

So, game X features all the great action you'd expect to see in any quality Tetris clone, although there are a few significant differences between this and puzzlers of the past, most significantly the ability to hoover up coloured blocks and place them wherever you want on screen. While this doesn't exactly add whole new dimensions to the game, it is quite an innovative twist and will certainly please die-hard puzzle fans.

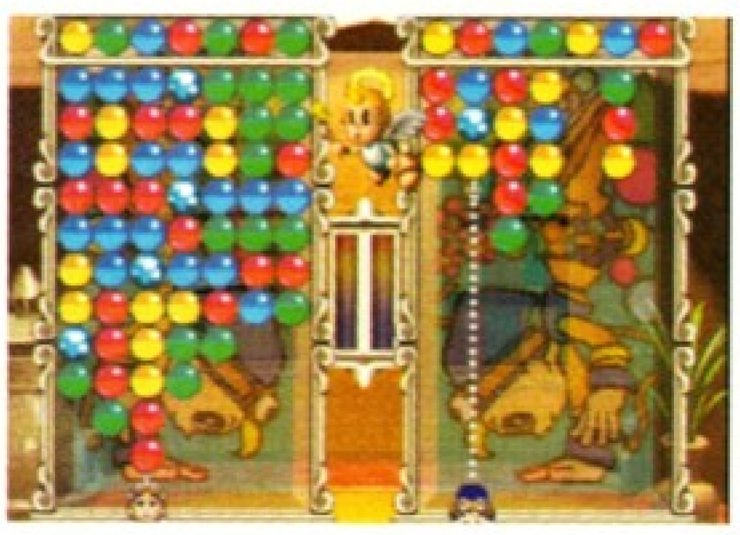
However, we still don't think it has as much appeal as Baku Baku Animal, which is easily the most entertaining game of its type available. But seeing as this is fairly unlikely to see the light of day over here, it doesn't really matter much Unless you're an absolute puzzle freak of course, and then you'll probably already have bought it by now.





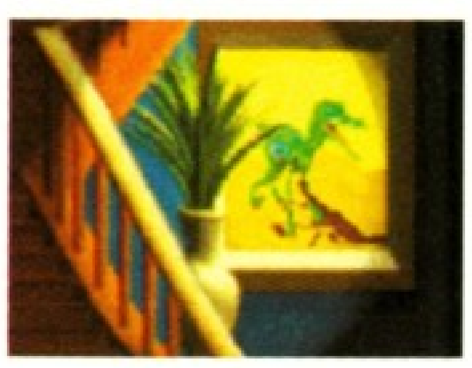
Choose your player from the six on offer, although they're all pretty much the same.















You probably won't believe this, but this is actually quite difficult.

WRINKLE RIVER STORY

BY UNKNOWN RELEASE TBC

The Japanese love their RPGs don't they? There's at least two or three new ones most months, and although we can never understand them, it seems as though most of them are of a fairly high standard. And they certainly keep our Eastern friends engrossed. But then they do like those strip mah jong games too, so it's a bit difficult to tell really.

Anyway, Wrinkle River Story is the latest RPG to appear over there, and although it's still not anywhere near finished, it's receiving a fair amount of attention from the Japanese press. It's quite difficult to tell what's going on, but it seems as if this is a cross between a shoot 'em up and a traditional RPG, with an abundance of absolutely huge enemies and plenty of spectacular explosions too.

As we said, there's not much information on this one at the moment – the screenshots were sent directly from Japan, although we'll be keeping you updated on its progress and an impending (or not as the case may be) UK release as soon as we hear any news.



I don't know what's happening here, but it seems that there's a bit of a battle going on between the elf things and some fish.













Lots of spells and explosions and stuff like that. Which is good if you like RPGS. And killing things.



DARK SAVIOR

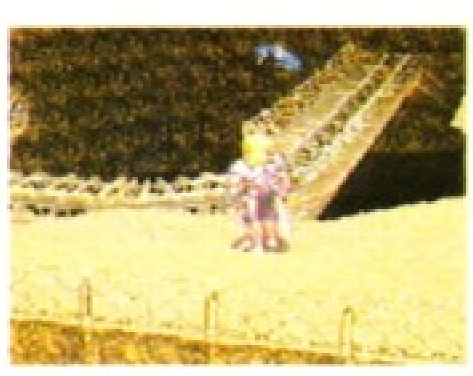
BY CLIMAX RELEASE TBA

We got our first look at Dark Savior at the Toshimaen show in Tokyo. Climax's game has been produced by Kan Naito, the man famous for Shining Force and Landstalker, and it uses the latest technology to create an amazing 3D polygon environment where our hero moves about looking for trouble leaving the player free to pan in and out, and rotate the image at leisure. Obviously this is a bit of a novelty at the moment, and for all we know it might be the best thing about the game. Having said that, any eye can see that the graphics are pretty damn smart and we're getting mighty excited about this. Hopefully we'll be able to bring you a full preview next month, plus news of a UK release.







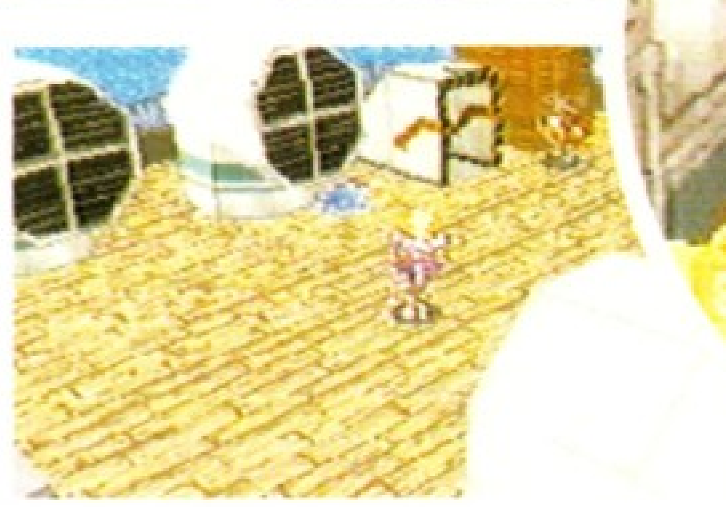












COIN OPERATED

This month, we continue our in-depth AM coverage, and take a look at Research Department #1's latest coin-op title, Virtual On. Although it's not due for release in this country for a couple of months, the game is nearing completion and should be out in Japanese arcades any day now. Look out for a machine that's on test at an arcade near you soon!

THE SER

The ATEI show is held annually at Earl's Court exhibition centre in London and gives visitors the chance to see the latest coin-ops out in Japan, which will be released into UK arcades over the coming year. Naturally, there were plenty of big names at the show, but among the prime exhibitors were Sega Amusements. Traditionally known as innovators in the arcade field, they certainly didn't let anyone down this year, and had plenty of top-quality products on display – among the games on offer were FIGHTING VIPERS, MANX TT and VIRTUAL ON. SEGA SATURN MAGAZINE was there too, and brings you this special report

Whenever Sega release a new arcade game, there's always a certain amount of excitement that surrounds it. Not only do they promise a brilliant new title, but you can be almost guaranteed that they'll be pushing back technology boundaries too. Sega had many products on show this year (including Sega Rally, Indy 500, Virtua Cop 2 and Rail Chase 2), but the showcase products were the ones created by AM research departments. All three divisions of the team had products on show, and all three of the games were technically brilliant. In fact, by the time you read this, most of the games will be out in larger arcades, so for the best test, get yourself down there!



VIRTUA FIGHTER 2 – PART 2?

After a phenomenal success on both home and arcade formats with Virtua Fighter 2, AM2 decided that something had to be done to curb that gap in between Virtua Fighter 2 and the arrival of Virtua Fighter 3. Obviously they couldn't create a whole new game – all of their energies were being put into Virtua Fighter 3 (of which we've still seen nothing) which is sure to be stunning. So, they got the code for Virtua Fighter 2 and began to play around with it a little. Fighting Vipers is the result. Based on Virtua Fighter 2, this is a fighting game with a more "Western" feel.





All of the characters use the same basic moves as the Virtua characters, but the game has a very different feel. In fact, graphically it could be likened to Tekken or Tekken 2 – gone are the purist characters of Shun Di, Sarah Bryant and Akira Yuki, and in are more chaotic, brightly coloured characters with a more Streetfightery feel about them. There's no special spectacular moves as such – the characters have retained a pure fighting feel, but a few of them have weapons, although not of the fireball type.

EIGHT NEW CHARACTERS!

There's eight characters in Fighting Vipers (along with the rumour that there's a cheat to play as a fighting Sonic), plus a boss character too. And although the characters all take their movement from Virtua Fighter 2, the game is played very differently. For instance, defending is a lot more important than it was in VF2, and AM2 have programmed the game especially to be like this. This makes it easier to fight back if someone has unleashed an especially potent combo on to you, and even if you're cornered, there's still ways to get out of the situation. Also, the camera angles switch around much more in Fighting Vipers than they do in VF2, and the fighting ring is different too. Instead of slipping out of the ring and losing the round in VF, Fighting Vipers is played out in a cage, so the sides of the ring can be used to your advantage. However, a particularly hard punch can break though the sides of the ring and fling your opponent right out of the fighting arena and into the distance!



Yeah, kiss and make up, guys. Come on now, make friends again.



Those little blips on the screen are caused by the bright lights at the arcade show.

Picky readies himself for an awesome attack.



While Jane gets Sanman in a headlock...



...Before headbutting him in the face.

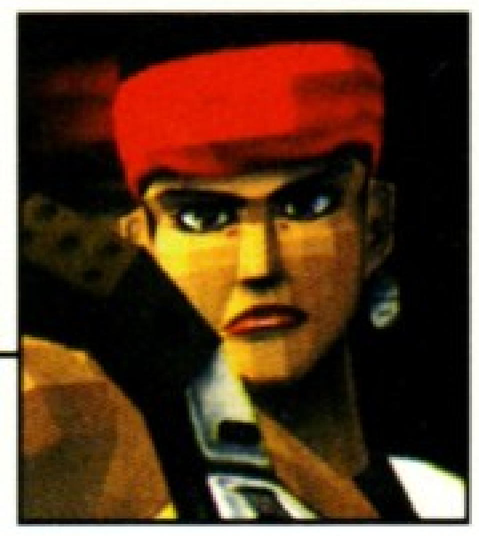


PENT'S KICK!



FIGHTING VIPERS – *THE CONTENDERS!*





PICKY: Probably the most appealing character in Fighting Vipers, purely because he looks the best! Picky is a skateboarder and uses his board to fight. One of his best moves is slamming his board down on top of his opponent's head!

JANE: Jane is probably best described as a Ripley with long hair. A regular hard case, she has the strength of ten men and regularly tries her luck in the fighting tournament.

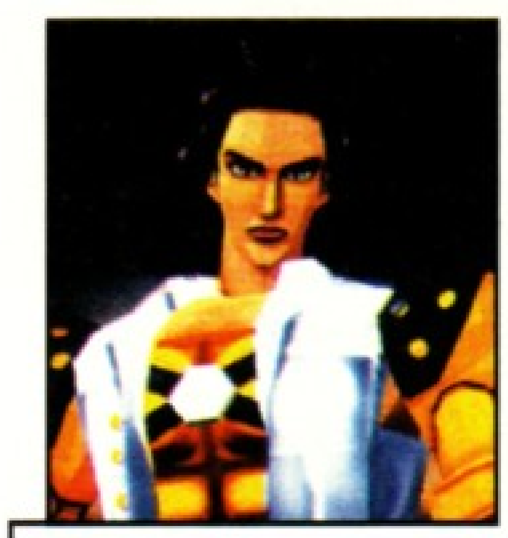




RAXEL: Sorry, we got the translation of his name wrong in an earlier issue of SEGA SATURN MAGAZINE, although Raxel still remains a fright wig rock-god. He uses his guitar to pull off some pretty mean moves too, although his main focus is to become a huge star.

SANMAN: Sanman is overweight to say the least. But he can use his huge body to overpower opponents. Which of course, he does. Regularly.





CANDY: Originally named Honey, her name was changed to Candy at the last minute. The reason for this is unknown, but if you look closely on her fighting background you'll find a tribute to the original character. Candy is the most fashionable member of the posse, fights in a red dress and uses her posterior and long stilletoed legs to defend herself against stronger opponents.



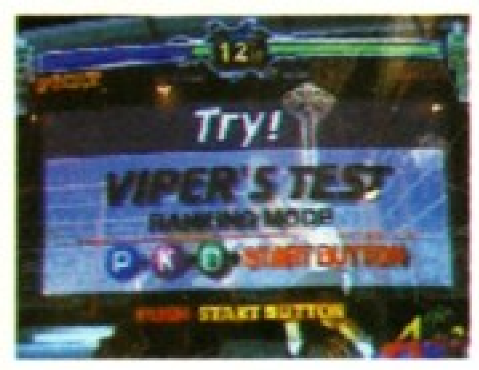


TOKIO: Probably the most flamboyant character in the crew, Tokio is a failed actor, and while he isn't particularly strong, he's really fast and is a worthy opponent.

GRACE: Another female character, Grace is a bit of a babe and although she's dressed in Pink from head to toe, she's deadly in the ring. Strong and fast too.

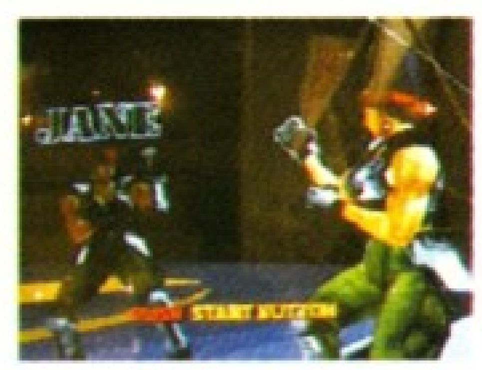
BAN: Reminiscent of Bison in the Streetfighter series, Ban is a huge fighter. His punching attacks can easily blast a fighter through the boundaries of the ring, and in fact, it's one of his specialities!

Incidentally, there's a boss character too, but we're not going to reveal him just yet! You'll have to get down to the arcade yourself to see it!



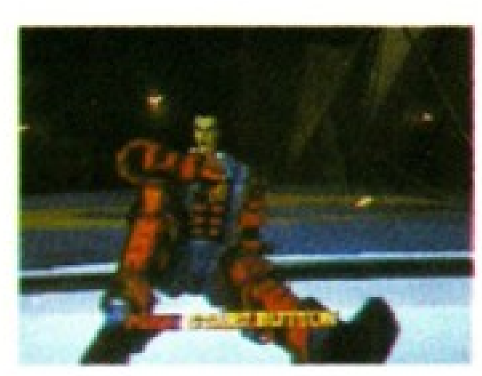








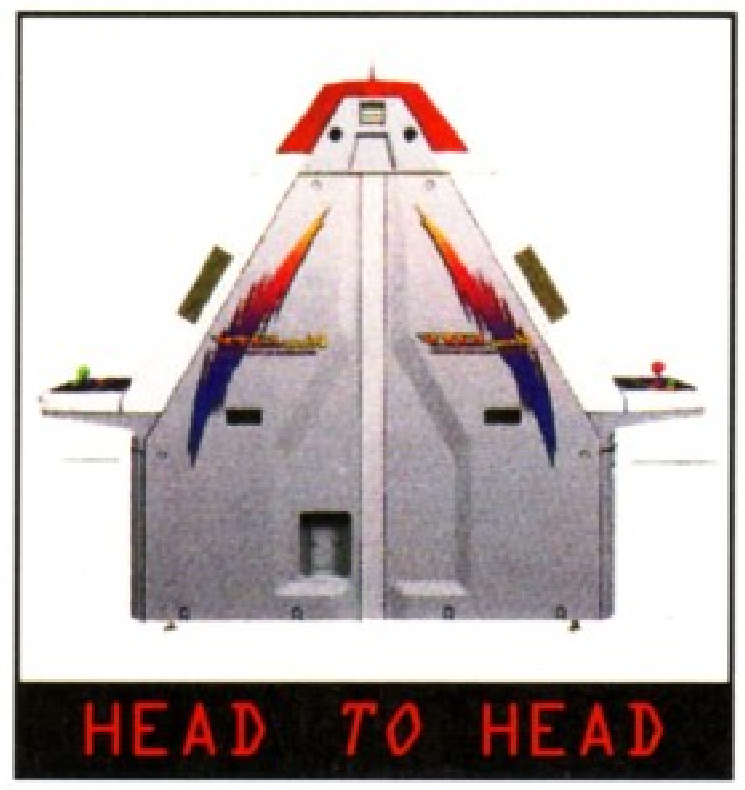






TWO WAYS TO PLAY!

Although the majority of arcade cabinets are standalone with a two player option, there are a number of head to head cabinets out in some arcades. If you want to play against a real opponent, this is definitely the best way to do it. It's also good because if you stay on as the winner, you won't always know who your next opponent will be!



WORK HAS BEGUN ON A HOME CONVERSION!

As revealed in SEGA SATURN MAGAZINE #1, work has already started on the Saturn conversion of Fighting Vipers. Logically, this shouldn't take to long to appear, as it basically uses the same game engine as used in the VF series. However, the time lag between arcade releases and home conversions will always be significant, as if both versions were released at the same time, there would be less hype surrounding the title. And besides, they have their work cut out at the moment, creating new characters for Virtua Fighter 3. Expect to see the first pictures of a home conversion within the next three months.





"In memory of Honey". That was Candy's original name!







IN YOUR HOME BY CHRISTMAS!

Despite the non-availability of Saturn screenshots at the moment, you can expect to see an almost perfect conversion of the game by the time it's released (probably around Christmas of this year). AM2 did an amazing job on Virtua Fighter 2 – in fact this is probably the closest home conversion of an arcade game ever seen. However, AM2 are even more proficient now, and with the help of the new graphics library, which the team are now fully used to, they can produce even more technically perfect titles. As is usual in a home conversion, Yu Suzuki is overseeing the project, and has also mentioned that he would like to continue the fighting Vipers series, in much the same way as the collective Virtua Fighters have progressed.

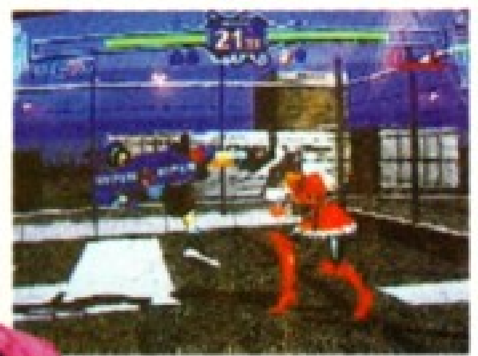
It's difficult to say how popular Fighting Vipers will be in this country, as despite being technically brilliant as well as great to play, it's a somewhat more low key release than VF2. However, the game was created with the western audience in mind, and it will certainly appeal to Tekken and Streetfighter fans. Virtua fans will no doubt love it too, although on first look, it seems very different from the clean, realistic graphics of VF. But, once played, you'll instantaneously be able to tell it's an AM2 game, and as a stop gap for the VF series, it's certainly a worthy addition. As we said before, the best way to find out what you think is to get down the arcades and see for yourself! Look out for a full player's guide in a couple of months!













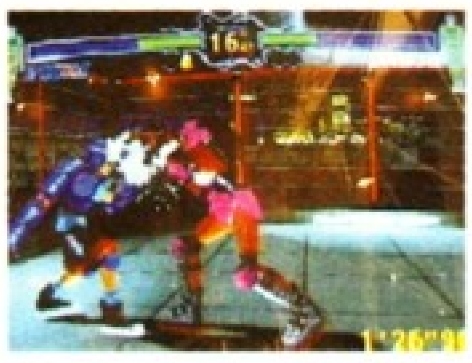


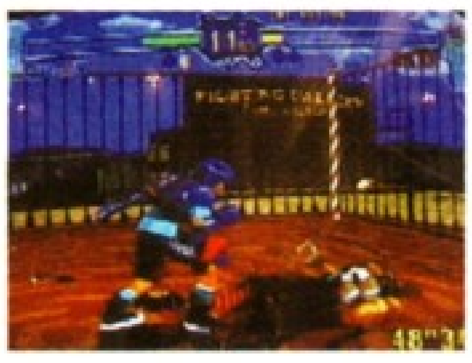

Tokio and Raxel prepare to duel to the death. Either that or one of them is about to be expelled from the ring.



Picky is probably the most popular character in the entire game. He certainly looks the most appealing.










Also on show at the ATEI was AM3's latest arcade racer, Manx TT Races. Not only does this improve upon the already excellent Sega Rally, but it also gets you out of the safety of a souped up street car and on to a highly dangerous top-speed motorbike. Are you ready for the next speed level? SAM HICKMAN is.

If anyone was ever in doubt that Sega are responsible for the best arcade machines in the world, they would have only had to walk around the ATEI show to put all their worries to rest. Out of all the arcade machines on offer from top companies such as Namco, and Midway, Sega were far and away the most popular choice for the majority of visitors. The Sega stand had a constant queue for most games (even the crap ones like Cool Riders) and at times, the crowd gathered around the six-player Manx TT machine was reaching a ridiculous size.

There's a few reasons for this. Of course, all the machines were on free play all day, so it was inevitable that there would be queues. But that's by the by. The main reason everyone was so excited was this was a new game from AM3 – fast becoming one of the most well-known game programming teams in the world. When they make a new game, it's really something to get excited about. However, there's another reason too. Almost every Sega coin-op game will eventually be converted to the Saturn, so it's also a good gauge of how far your little black box will be pushed 6-9 months after the coin-op is released.

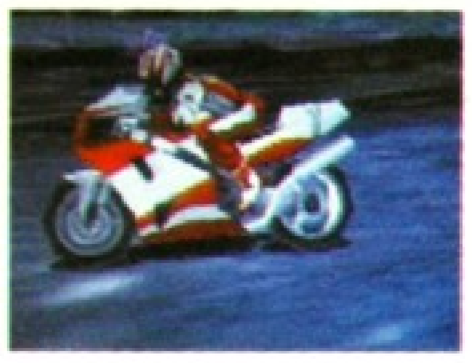


Aaah! He's going to overtake! Do something – quickly! Call the traffic police immediately or there could be a serious accident.



Too late, bozo! Actually, these bits are just from the intro part of the game, so the guy shown is a kind of "ghost rider". Spooky.









As you can see, AM3 have really managed to get a feeling of speed into the graphics.



Is that a church, or just an ordinary tower? If you live in the Isle of Man, please tell us.



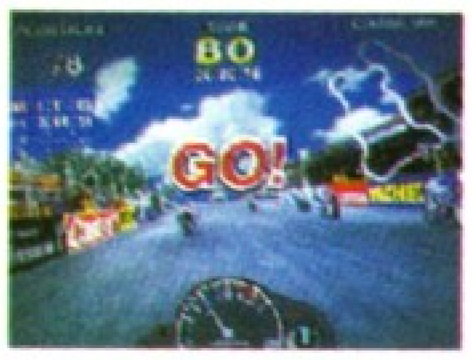
It's unclear whether AM3 actually visited the TT races in the Isle o Man for essential "research"...



...but they certainly had a lot of help from motorcyclists and companies when they were working on the movements of the bike.



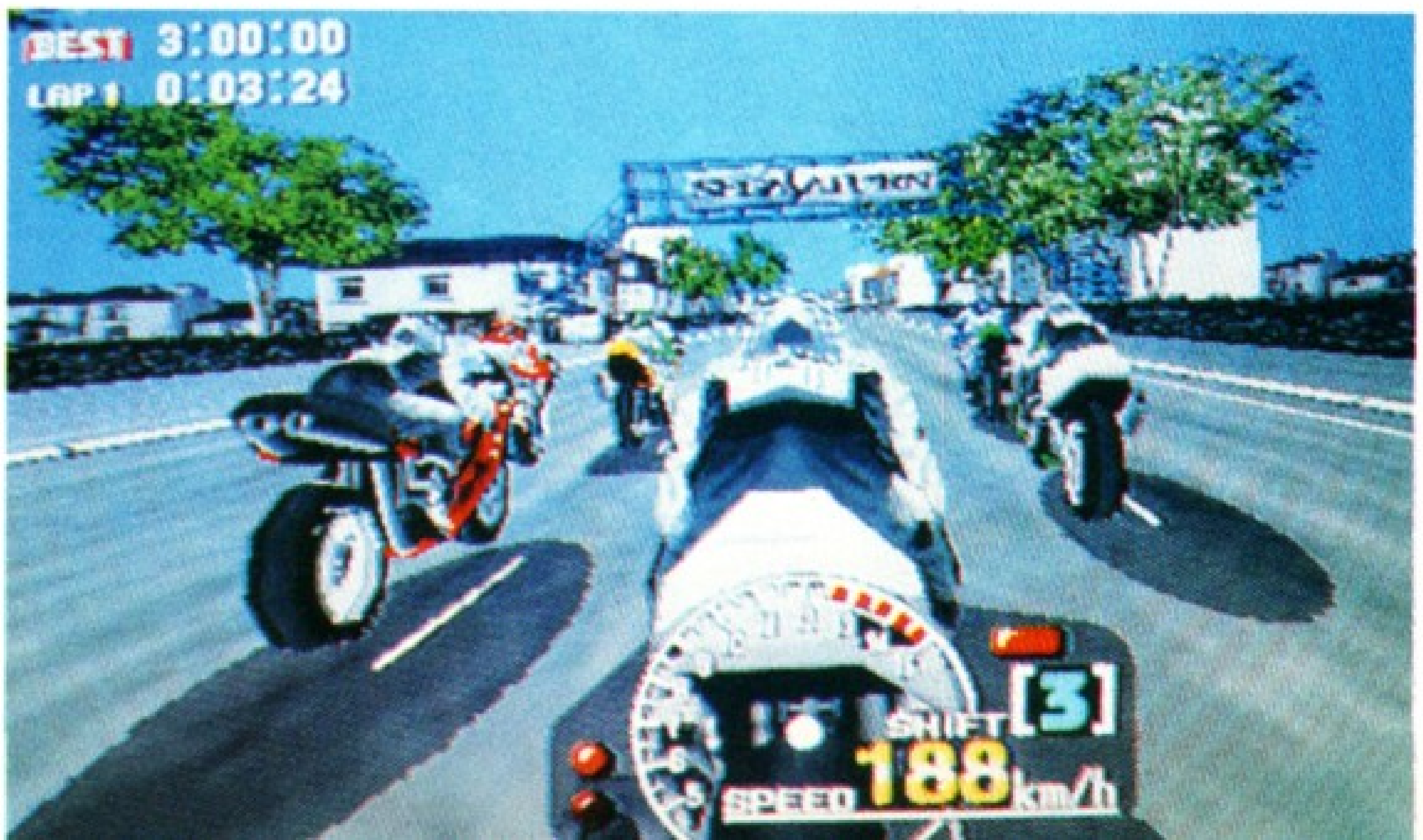
Ready yourself for the race of your life...



...getting off to good start helps of course...



...otherwise you'll end up in seventh place.





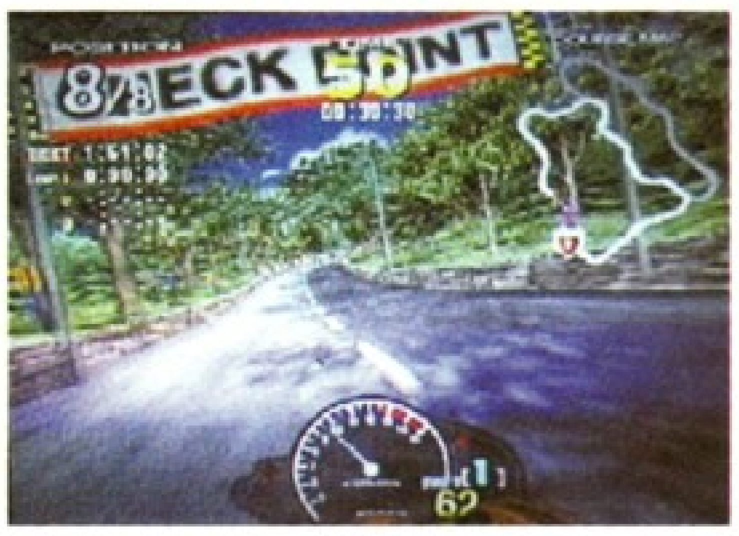




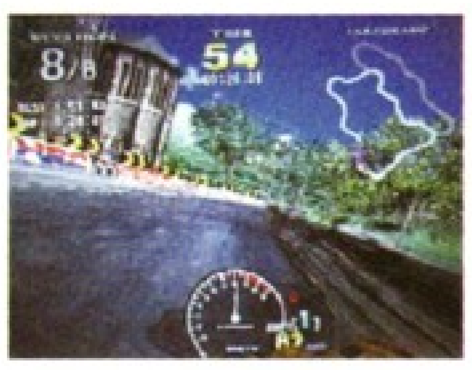


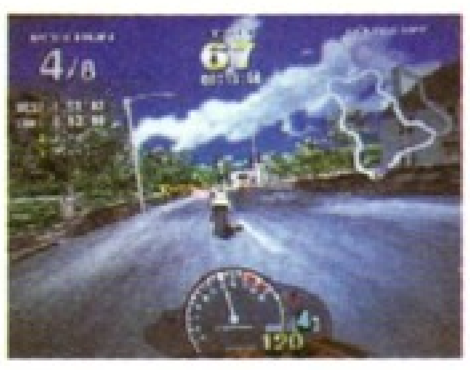
YOU KNOW NOTHING!

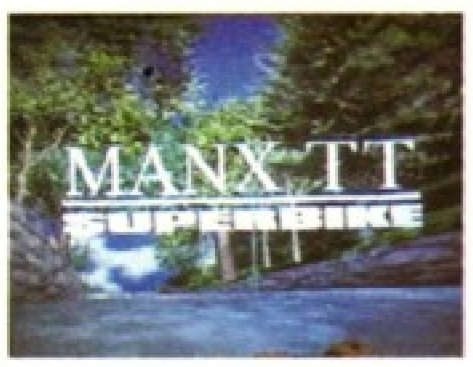




There's no funny animals like zebras to discover in Manx TT. Well it is the Isle of Man. And you know what they're like. Any spare wildlife is chopped up and used as a sacrifice to the devil.







SEE FOR YOURSELF!

Although AM3 will be converting Manx TT to the Saturn sometime over the next year, they certainly won't be showing any screenshots for a few months yet. So, the best thing you can do if you want to see what's coming up on the Saturn soon, is get down to the arcades, arm yourself with plenty of pound coins and see it for yourself!

BETTER THAN THE REAL THING!

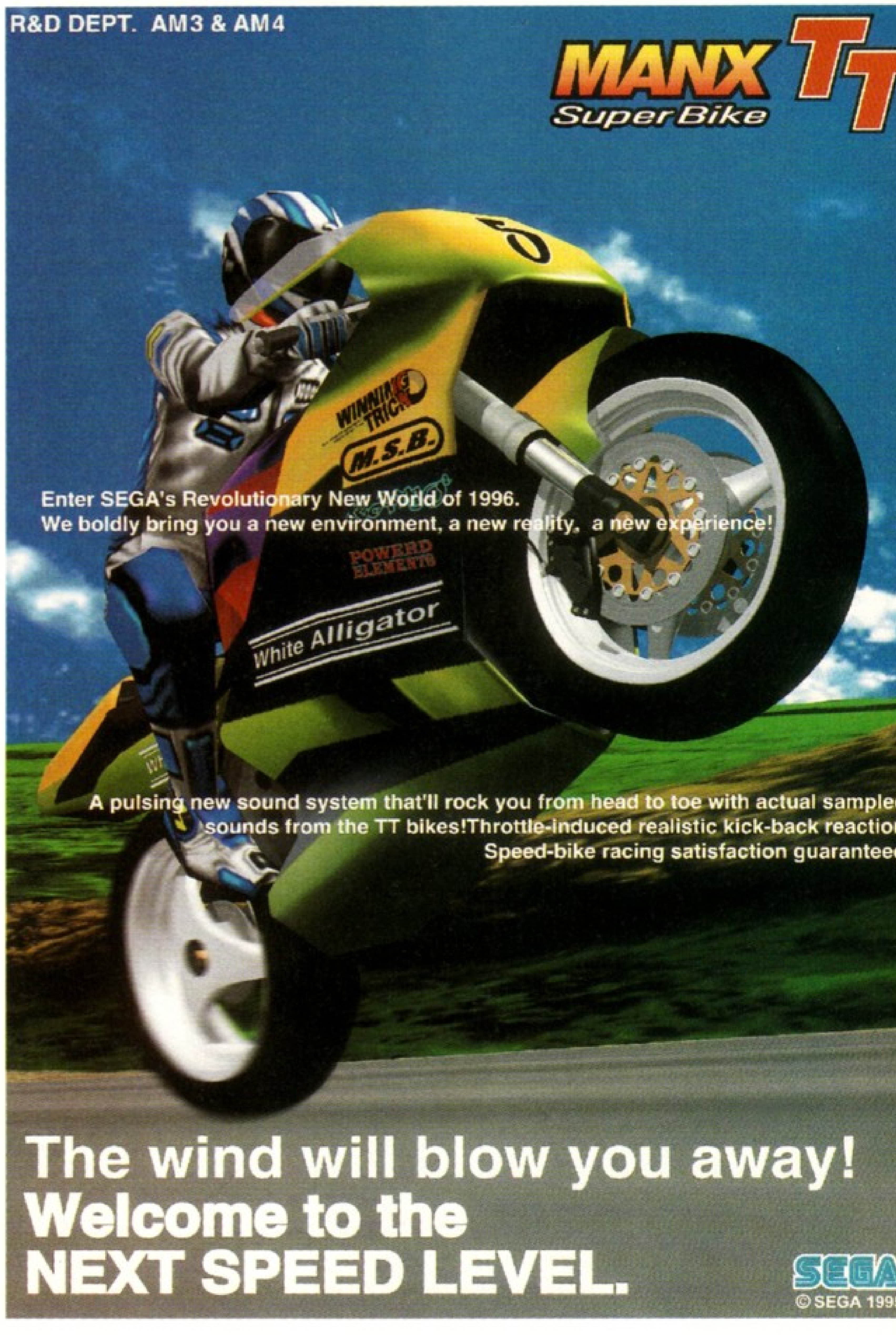
As you've probably gathered by now, Manx TT is an almost exact replica of the Isle of Man TT Races held annually between June and September. The TT race is one of the most celebrated events in the whole festival and has attracted hundreds of thousands of visitors since the race was first held in 1907. There's only one course for competitors to follow in the real thing, but it wouldn't have been much cop if AM3 had decided to use just the one course in their arcade game. So, as well as reproducing the original Mountain course (which incidentally is difficult mode in the arcade game) AM3 have created their own course too. This is slightly easier than the TT race and is a good entry point if you've never played the game before.



Doesn't leave you much room to get through the middle, does it?

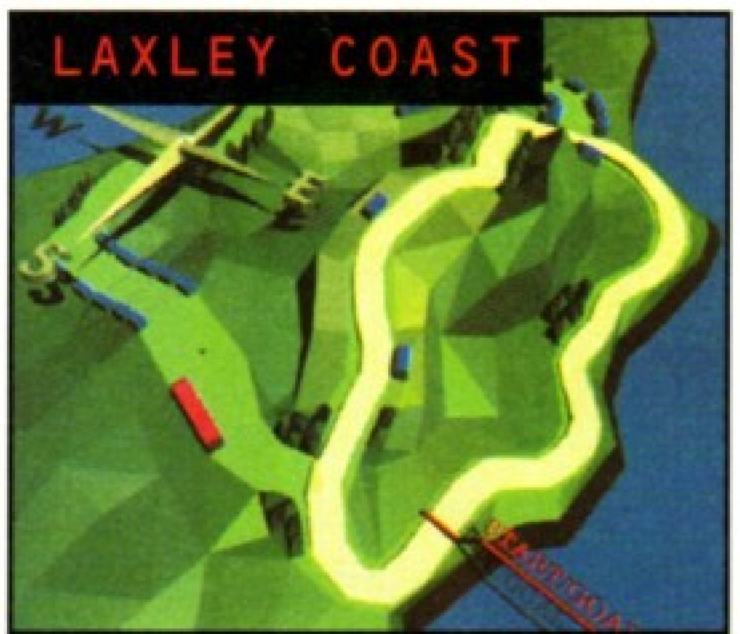


To make it round the corners intact, you'll have to brush up on your "leaning" skills.



THE LAXLEY COURSE

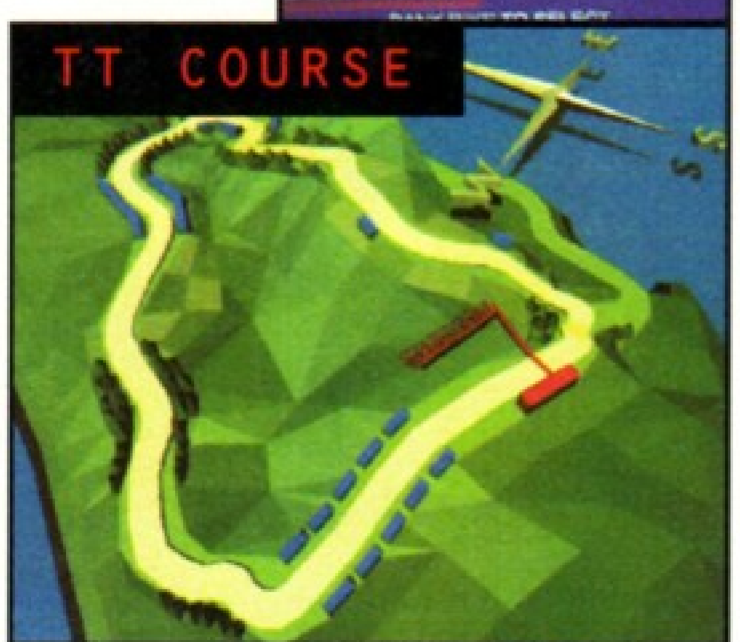
This course is AM3's own creation, although it looks pretty much the same as the original TT track. That's because this imaginary course is also set in the Isle of Man and uses the very same roads – it's just not as twisty-turny that's all. It takes you through the main parts of the town on the Isle of Man and out into a bit of the countryside too, and the visuals are incredibly smooth. Unfortunately, you can't choose the bike you wish to ride, but it doesn't matter too much anyway, as the bike you're provided with has exactly the same powers and skills as all the others. The race takes place over three laps.

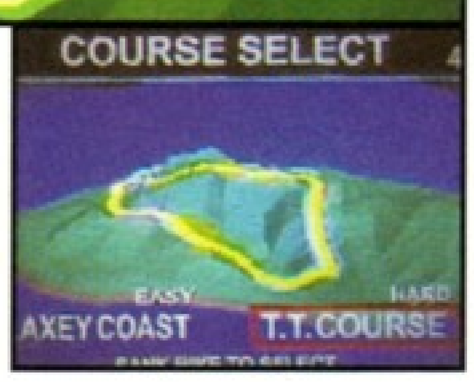


THE TT COURSE

This is the course that's based on the original TT race. It takes you through the town, up into the forest and out over the hills. As the course is a real road that's used by everyday people, there's no change in terrain, so you'll have the chance to record some blisteringly fast times – provided you're used to the control system. This course is more complicated than the first course and to place anywhere in the race you'll need to be quite an expert driver. There's a couple of really tricky jumps to manoeuvre as well, and if you're not careful, your machine will spin out of control!







THE CROWD

The crowd is really well animated in Manx TT and the faces are all pretty clear too! In fact, parts of the crowd are made up of the people from both Sega Europe and Sega Japan. But seeing as no one knows who they are, it makes little difference to the game!



THE MACHINE WANTS TO PLAY!

At the moment, it's uncertain when the Saturn version of Manx TT will appear, as AM3 really will have their work cut out to download the code. Also, it's likely that extra features will be programmed into the game for the home conversion, which will present them with yet another challenge. However, AM3 wouldn't decide to convert the title at all if they didn't think that they could do a good job, so Saturn owners can look forward to a real treat sometime in the near future. Expect the first Saturn shots to appear within the next four months.

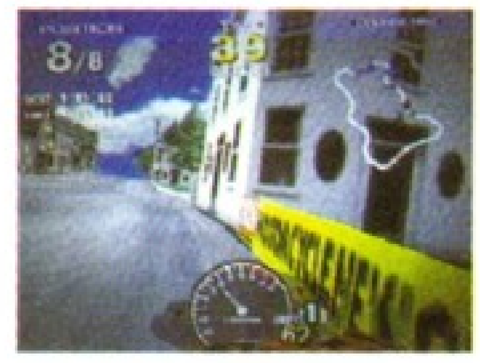
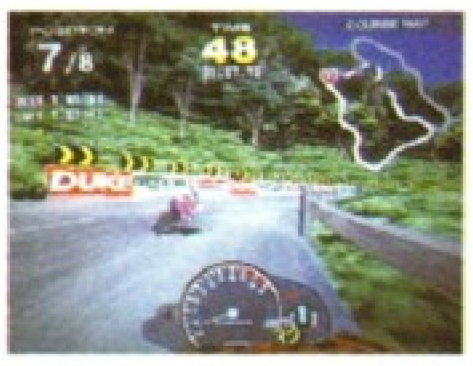
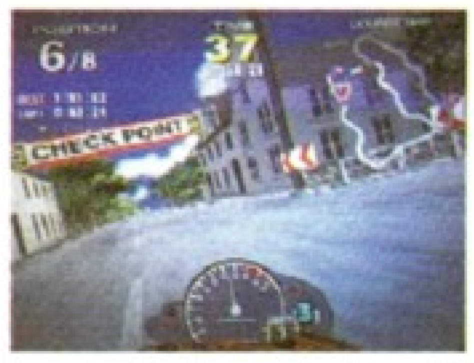
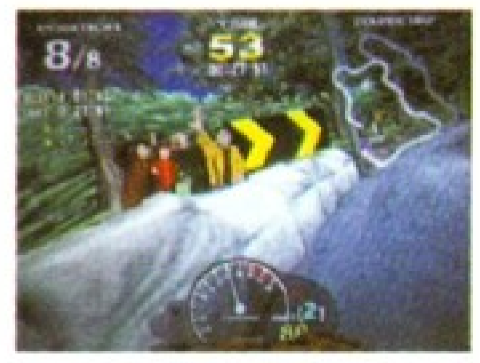


The Manx bike shown from a behind-the-cabinet view.



You don't have to wear real biker boots to play the arcade version of Manx.



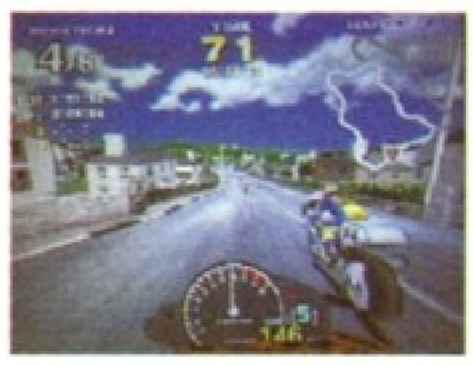
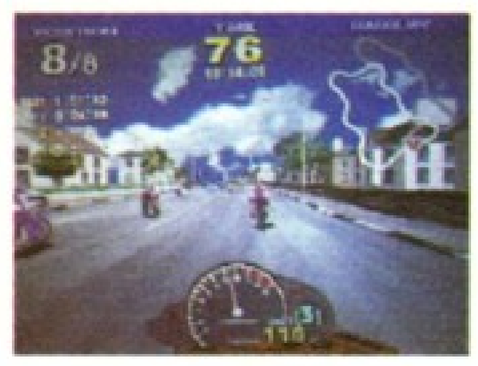
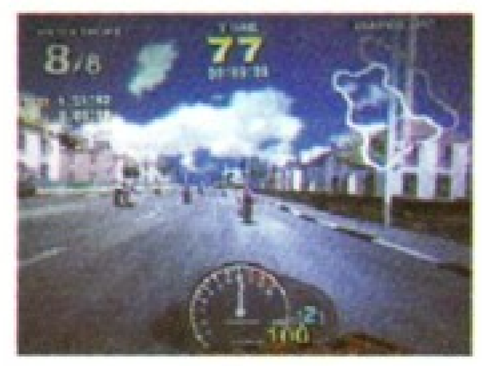
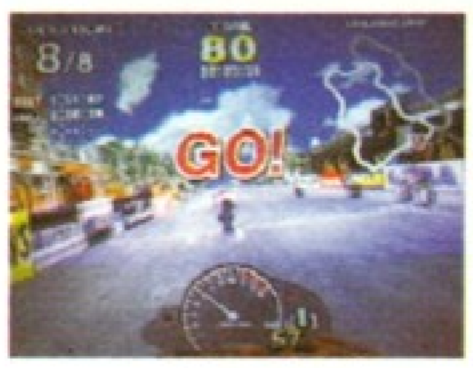





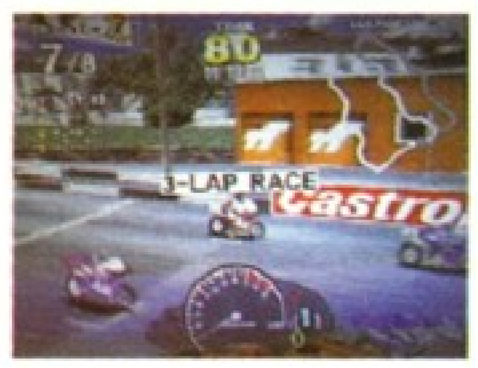


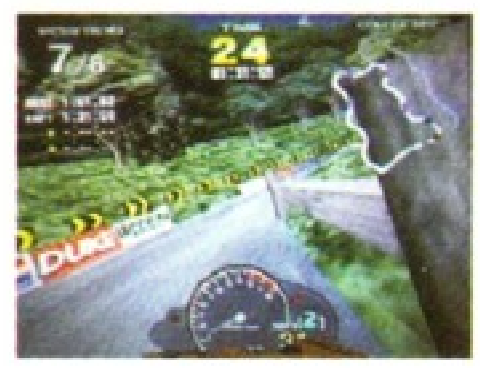
Feel this machine pulsate between your quivering thighs. That's about standard, isn't it?



This is the only bike on offer in the race, so make the most of it.







Manx can either be played in a single cabinet or on a link-up with up to eight players. The bikes themselves actually feel very solid, and come equipped with everything you can expect to find on a real bike – brakes, throttle, gear change, start button (well there has to be some compromises), and the bike actually shifts around according to the direction you're driving in, making for some very meaty play.



An eight player battle is by far and away the best way to play Manx, and set ups such as the one shown here should be appearing in arcades any day now. In fact, we've just heard that Manx TT cabinets have completely sold out in the UK!









...And they're off! Getting a good start is essential to placing highly.



The forest parts of the track break up the rest of the graphics nicely. They do.



Very discreet advertising is obviously part of any racing game, and as you can see, Manx TT is no exception. Oh well, I suppose it makes it all the more authentic.

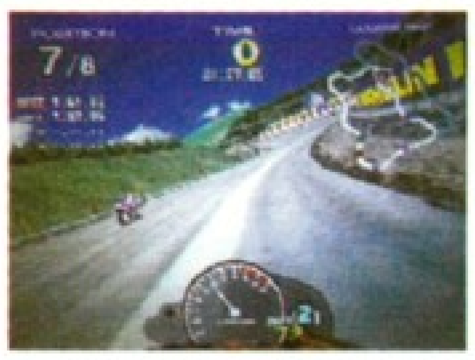


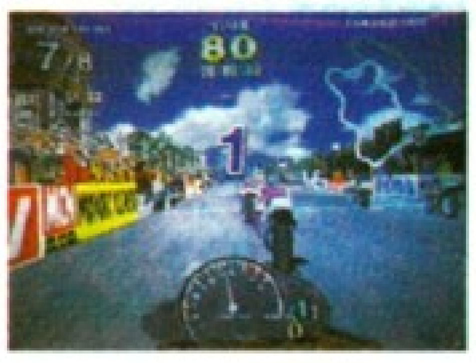
This course's layout is true to the original Manx TT race held in the Isle of Man every summer.

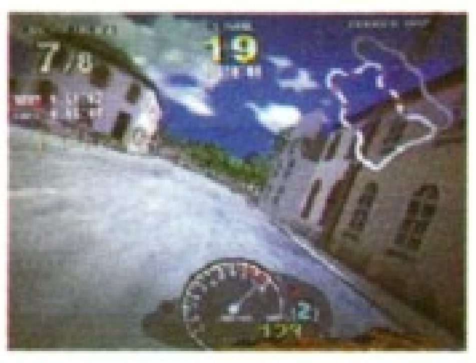


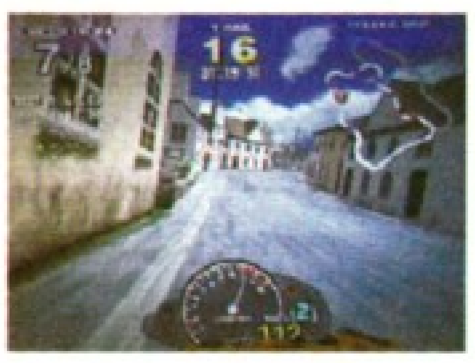
The majority of this race takes place in the town, with crowds of people on hand to cheer you through all three laps.







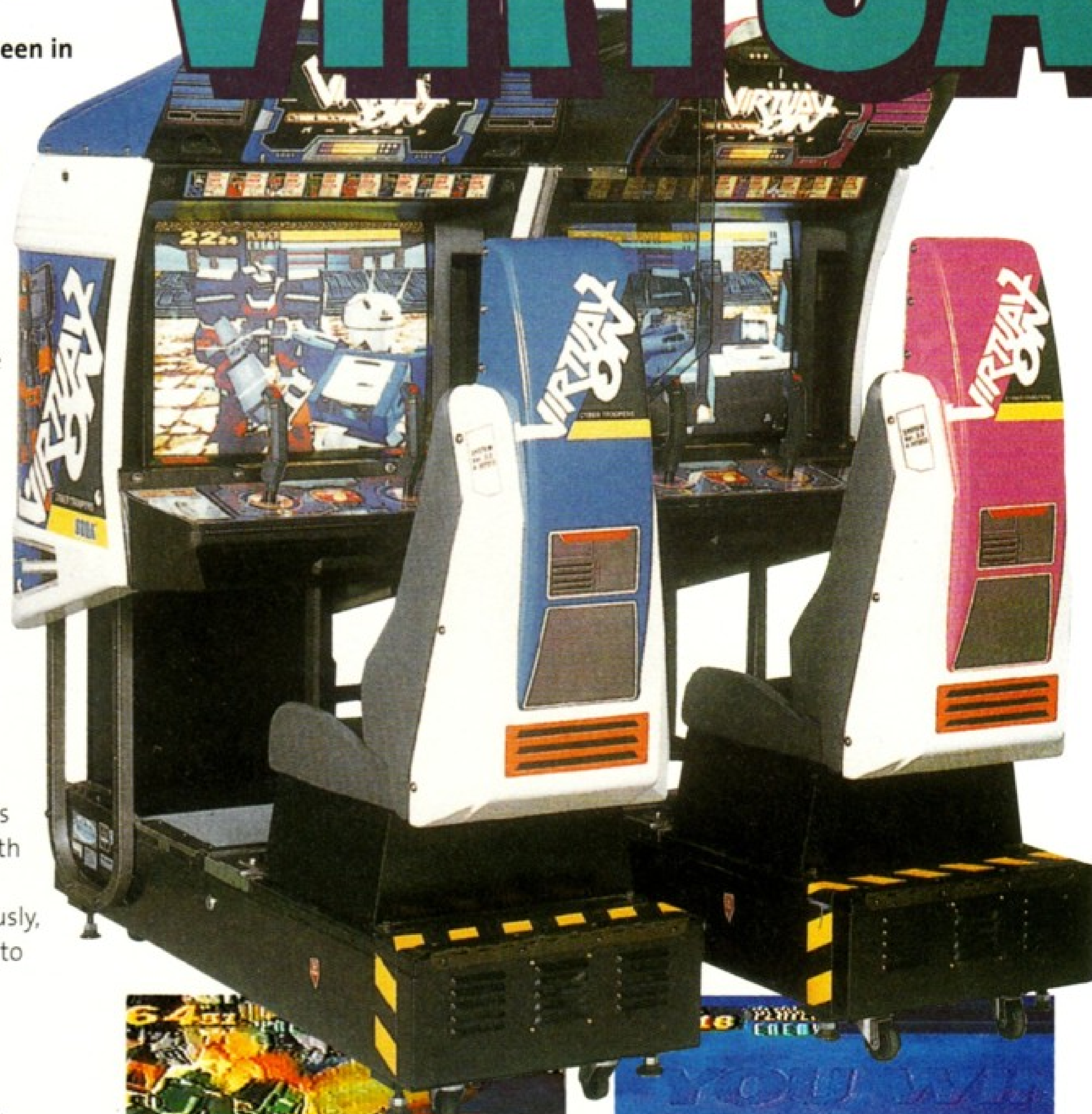






VIRTUA

Virtual On was recently unveiled at the ATEI arcade show held in Earls Court and attracted a fairly major crowd throughout all three days of the show. Luckily SEGA SATURN MAGAZINE was on hand to play the game to death and fortunately, we can report that the near-finished title is loads better than AM1's last coin-op effort, Cool Riders (which incidentally, was cack). In fact, most people at the show actually thought it was pretty amazing, even though it lacks the immediately obvious visual quality seen in Manx TT and Fighting Vipers.



HOT FIGHTING SCENES REPRESENTED BY POLYGON MODELLING 3D CG!

Still that's not to say that AM1 haven't put together an arcade title that's of foremost quality. It's been a long time since Sega have brought a blast 'em up out in the arcades (Virtua Cop is a bit different) and they really have gone to town, with major explosions happening every other second. Plus, unlike blasters of the past, this is a full 3D polygon adventure where you are pitted as a robot who must run around blasting absolutely everything in sight – kind of similar to the 32X game Metalhead – only loads better.

AS THE PLAYER GRIPS BOTH LEVERS HE VIRTUALLY BECOMES A VIRTUAROID!

There's a choice of eight robots in all and each comes equipped with three major-destruction weapons – different for each character. However, what's unique to this game is the control system. The robots and the weapons are controlled using two joysticks, one of which controls the left side movements of the robot, while the other handles the right side of the robot. To jump, both levers are pulled apart. There's also two buttons for each of the levers, and these control the weapons, and the running movements of the droid. Obviously, this may take a little time to get used to , but has been implemented purely to make the game more in-depth and fun to play.

TARGETTED AT MANIAC PLAYERS!

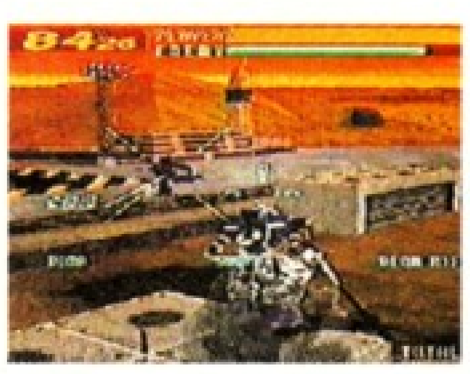
Although Virtual On (or Cybertroopers as it's likely to be called in this country) can be played in one-player mode, the best entertainment will be gleaned from a head to head battle, played out in a two-player linked up cabinet. At the moment, these have yet to appear in the UK, but look out for them as they're due to arrive any day now.



Well, I guess that's a hit then, don't you? Enough destruction for you?

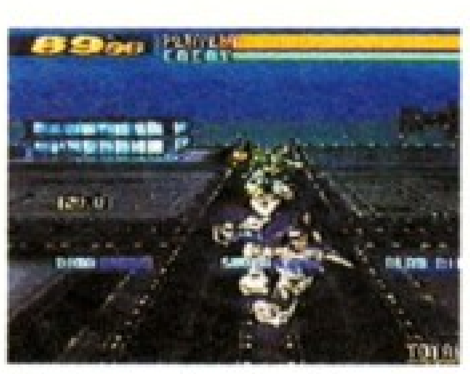
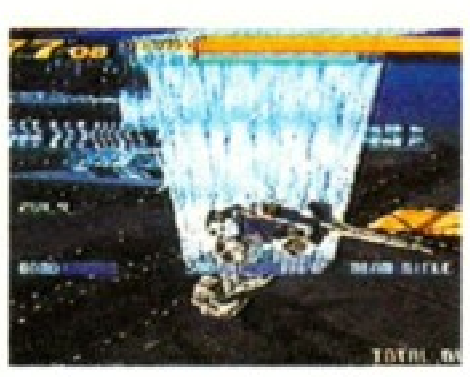


Once you've pasted your opponent into oblivion, the traditional You Win sign is displayed.





The above pictures display the wealth of blasting opportunities on offer in Virtual On, and this particular character's sword is extremely powerful, delivering crashing blows to all enemies.

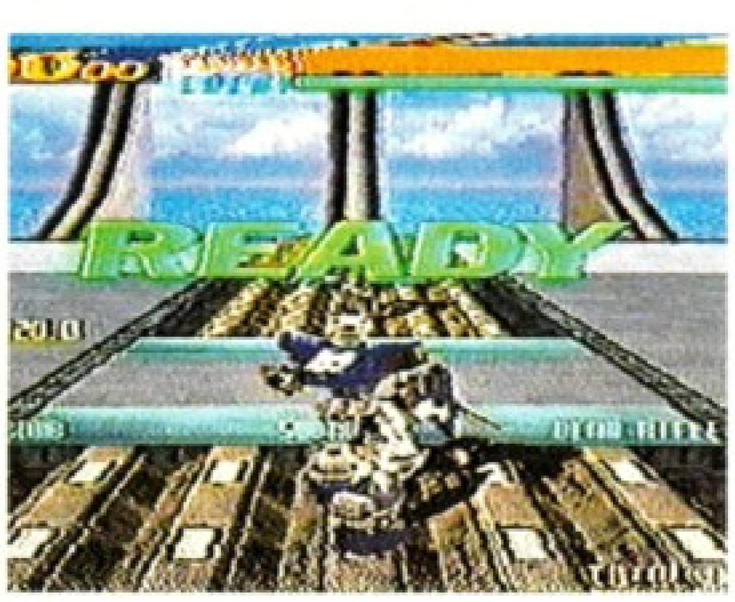




Again, another level incorporating a huge array of explosions, showing off the talent of the AM1 team, who are readying themselves for a launch on the Saturn in Autumn.









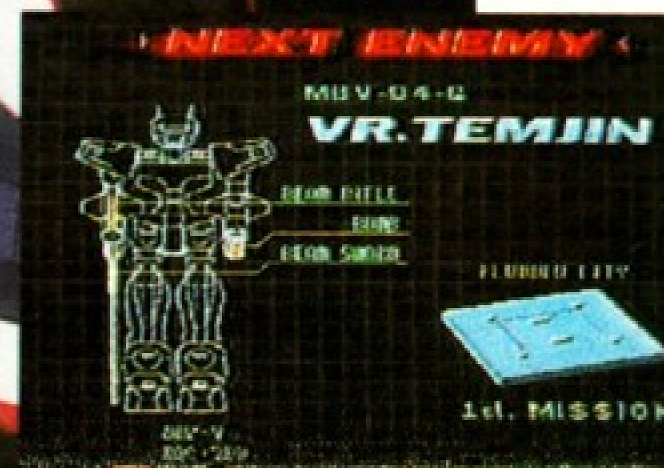
A HUNCH OF CREATING A GREAT SENSATION!

Although Virtual On is still going through rigorous testing procedures in Japan, and as yet the game still isn't quite finished, AM1 have already announced that they'll be converting this title to the Saturn over the next few months. There's few details on the conversion at the moment, and AM1 are unsure of how to convert the game's unique control system, but the final result should look and play exactly the same as the arcade game. Early development shots should be available within the next three months (you can be sure that we'll be bringing you more coverage on this one)– expect to see a final version at around Christmas time.

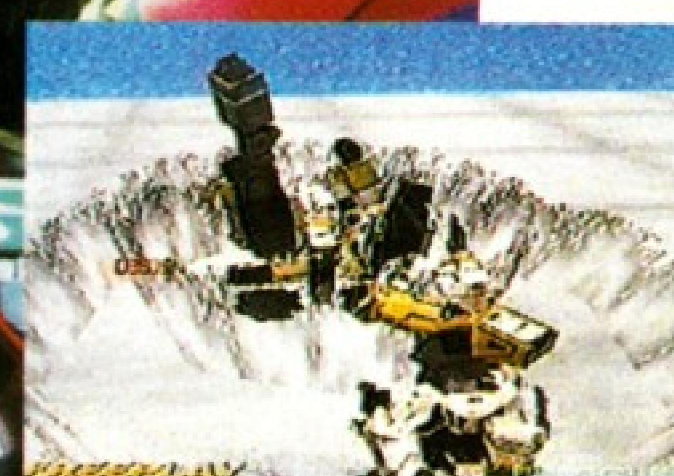
L WAR DECLARED!













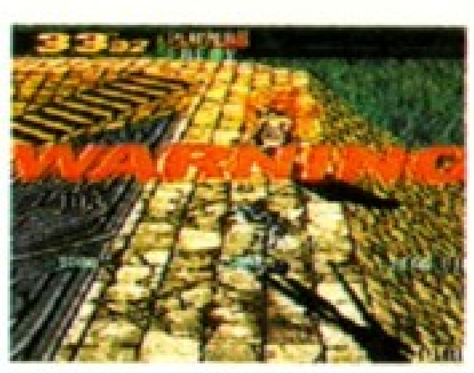
The object is to run around the area, shooting everything on screen.

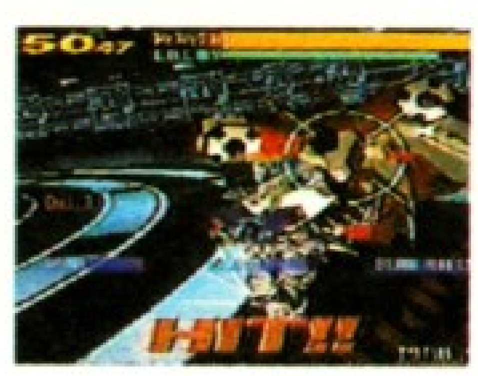


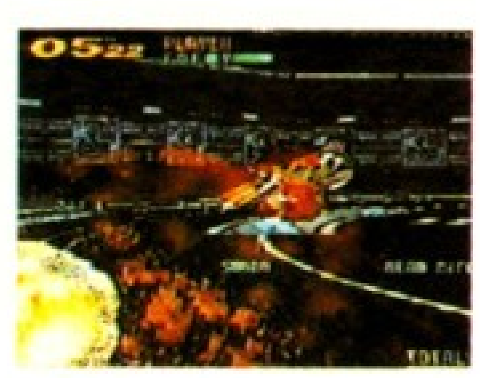
Hey, it's the Virtual On title screen. And below there's an awesome explosion.

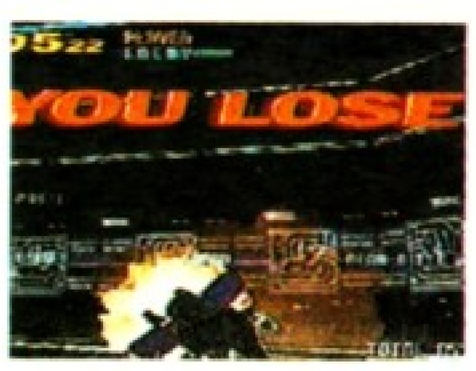






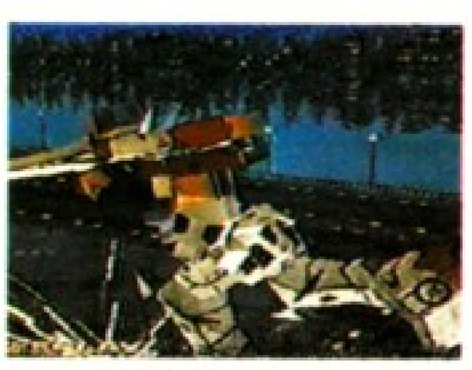


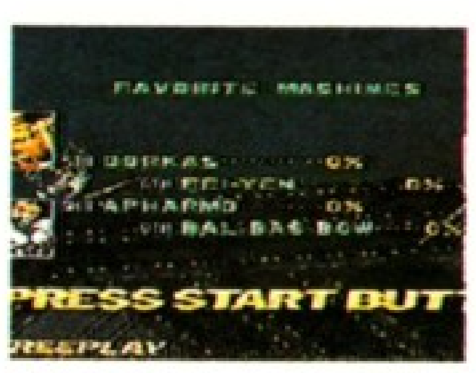


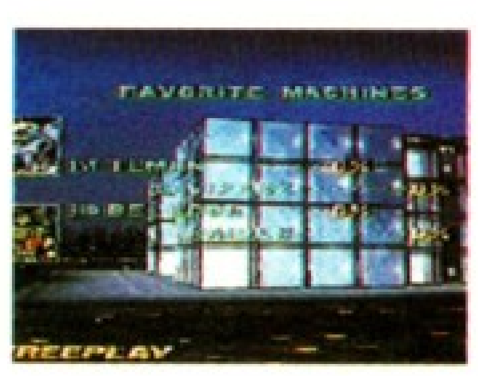












PREVIEW

BY	VIRGIN
STYLE	SPORTS SIM
RELEASE	TBA

Yea, though I walk through the valley in the shadow of death, I shall fear no evil. Instead I'll play some golf. Because, you see, what most people don't realise is that down that valley of death there's a fabulous golf course! Valora Valley it's called.

So what does the Devil do when he needs to relax eh? After centuries stoking the fire, years spent pulling out sinners teeth with a rusty pair of pliers, and hours dedicated to making scratchy sounds down blackboards, surely ole' Clootie must do something to unwind? Well, the truth is, he does what we all do when we need a spot of mother nature's fresh air — he plays golf.

Not ordinary golf of course. Don't expect to see the gentle slopes of a Gleneagles or Wentworth. I mean, when you're the Anti-Christ you don't want a game that's going to be the epitome of leisure. You want hellish sand traps, torturous five par holes and more frustration than the average mortal could bear! So, there's only one thing for it: you're going to have to construct a course that perfectly suits your temperament and personality. What this means is courses that run up steep hills, a putting green placed on the plateau of a craggy hill, sand and water traps positioned to perfectly swallow up the slightest mistake and patches of fairway suspended in the air! And voila: the unique Valora Valley golf course.

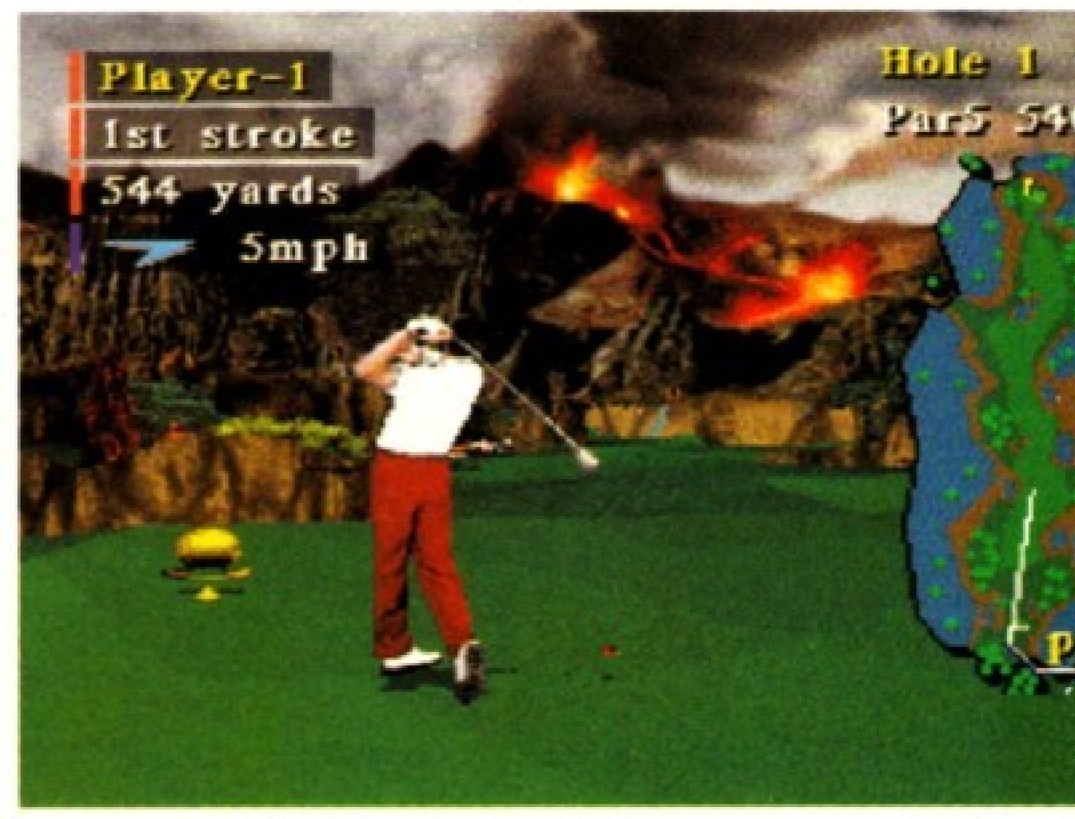
...COURSES THAT RUN UP STEEP HILLS, A PUTTING GREEN PLACED ON THE PLATEAU OF A CRAGGY HILL, SAND AND WATER TRAPS POSITIONED TO PERFECTLY SWALLOW UP THE SLIGHTEST MISTAKE

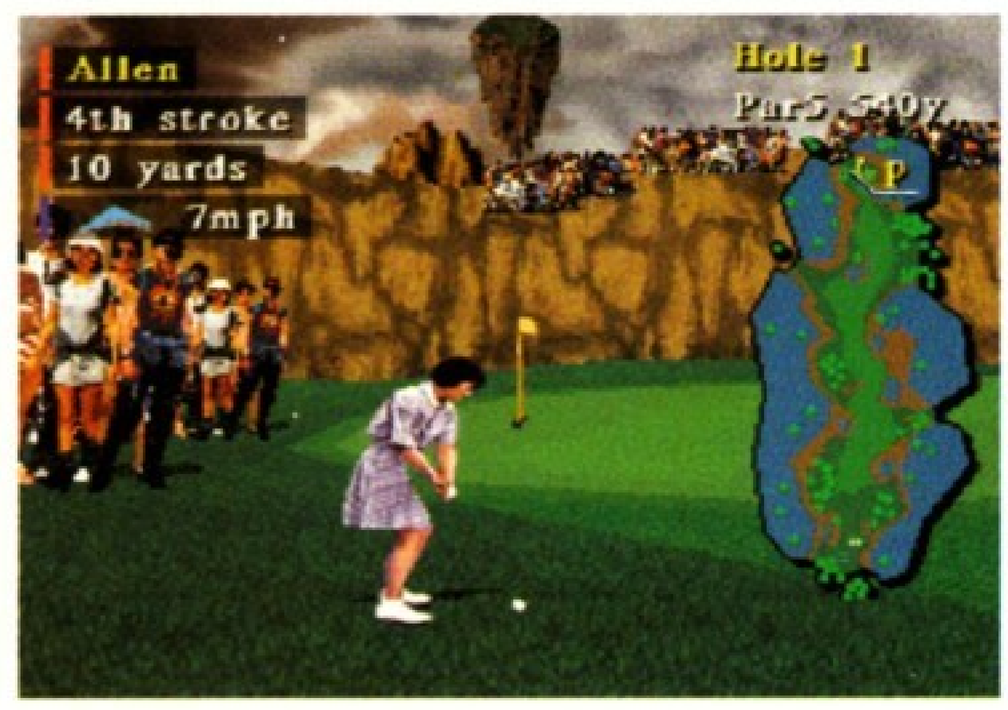
One thing Virgin's latest release isn't short on is originality. With three golfing games already doing the rounds, this twist in the genre seems like a refreshing idea. In it's fundamentals though, Valora Valley Golf sticks with the traditional formula. Don't expect to hear Satan's dark and booming voice demanding use of the putter from his impish caddy. Instead there is the familiar precision control method when taking a shot, the standard choice of clubs, options to adjust direction and driving stance, and all of the rules associated with the game.

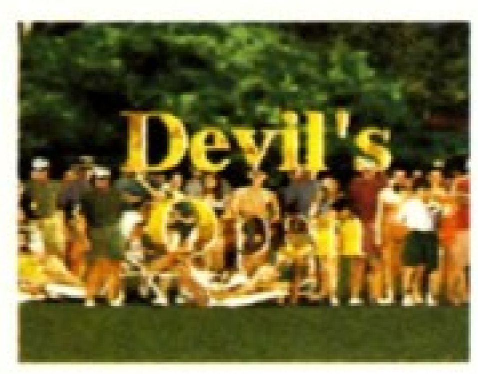
Valora Valley Golf actually looks quite similar to Pebble Beach Golf. Obviously it doesn't have that fat bloke, Craig Stadler, nursing you round the course. The tutoring voice in Valora Valley remains faceless. Actually it sounds a bit like Satan with an American accent. Pebble Beach Golf was not particularly impressive but although this shares a lot of its characteristics, the absurdity of the courses themselves are a considerable departure and enough to merit it being considered in its own right.

As you'd expect of a golf game, there are plenty of different modes of play. The Devil's Open takes you round the standard course which, while certainly being tricky, looks more like paradise than hell. There's also tournament play, stroke play, skins play (which is where money is placed on winning each hole), and match play. Although the precision control method for taking a shot is pretty identical to the usual golf style, it comes with appropriately crazy measurements like, warp, cyclone, psycho, and fire for that huge drive.

As for the rest, well, Valora Valley Golf comes with all those important stats, the facility for multi-player action and options to save games in progress. Expect to see us summoning Beelzebub for a full review next month.

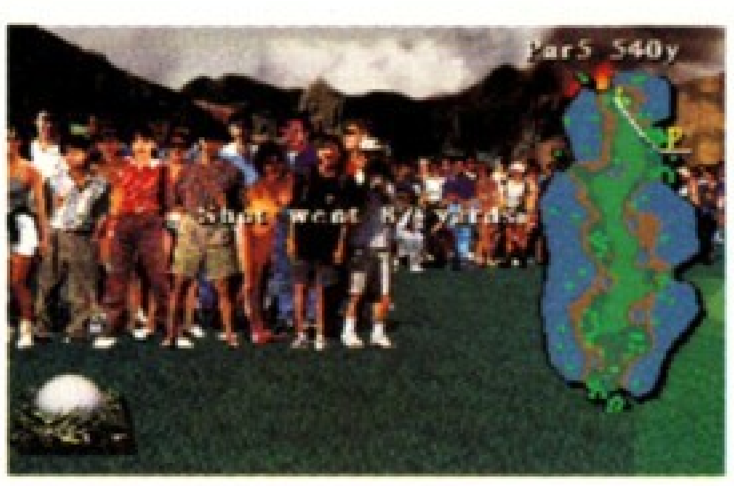












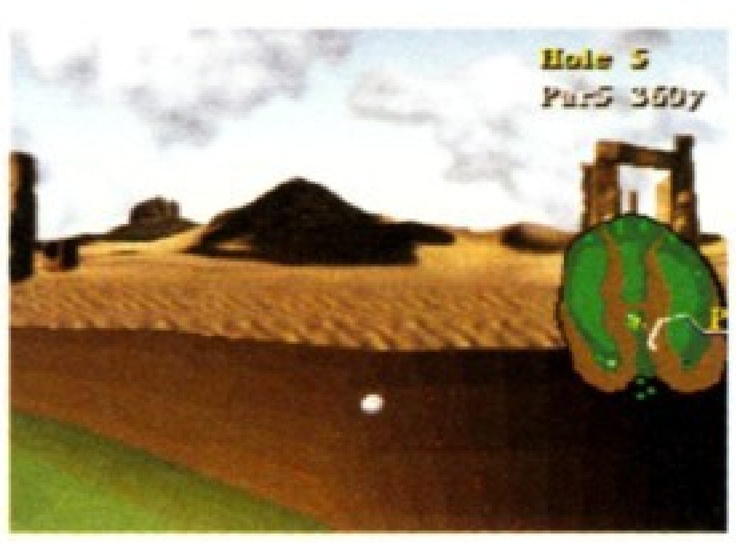


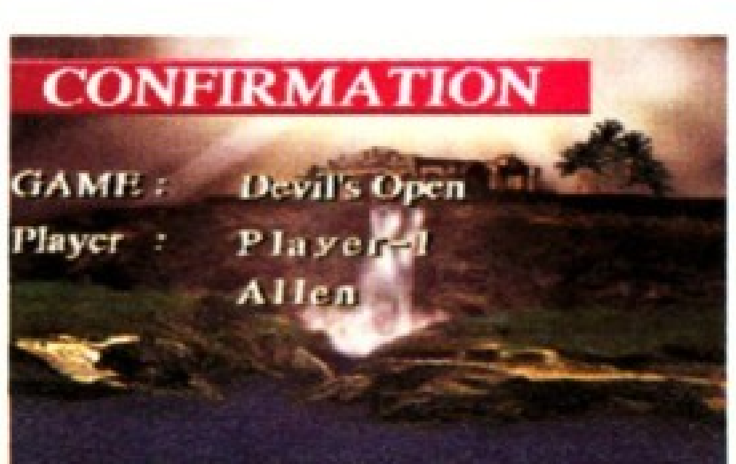


Recognise the control symbol? Pebble Beach Golf!



What we've got here are measurements of the power of your swing. Rather than use yards though, how about hells words.

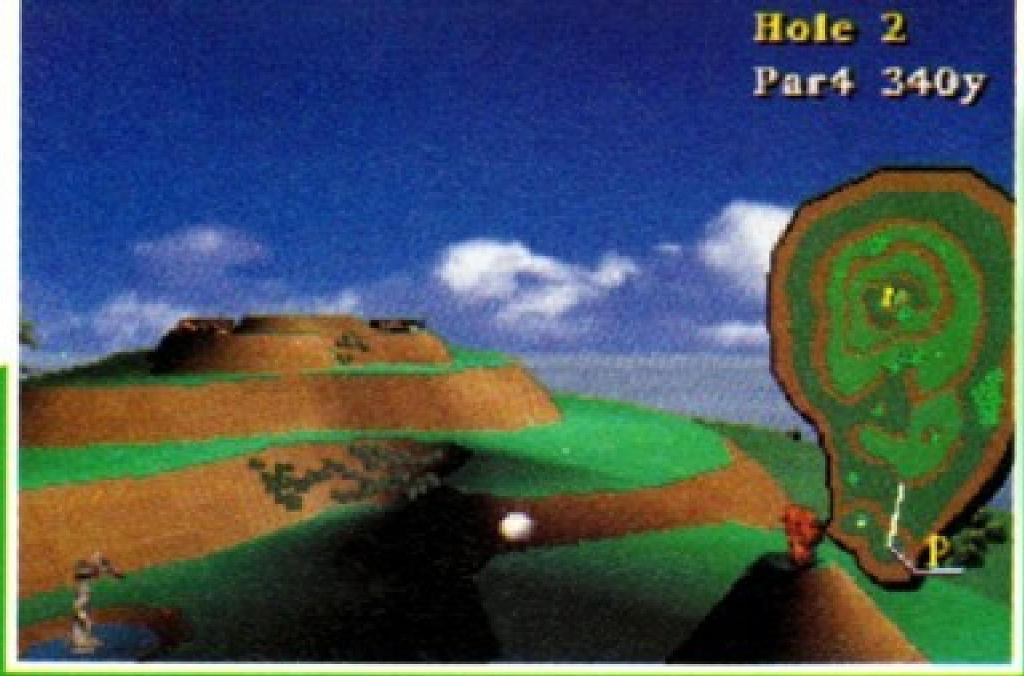


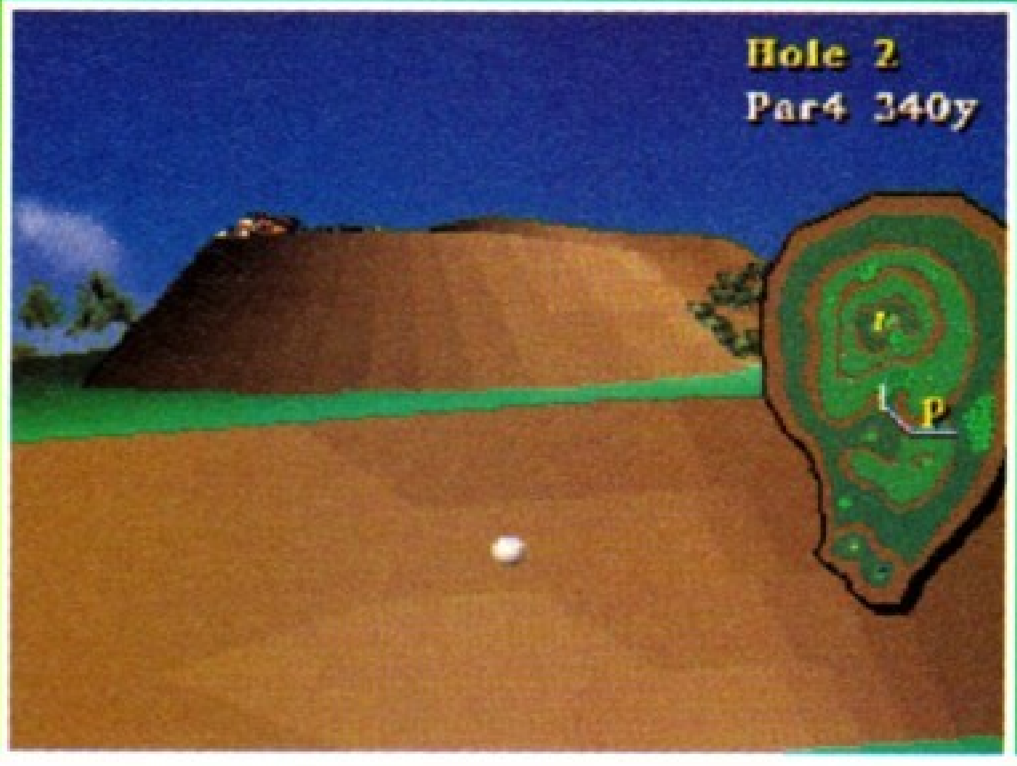


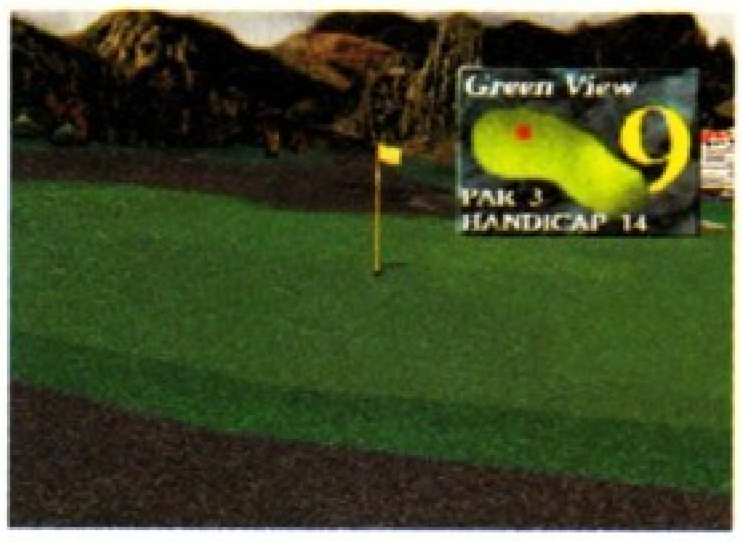


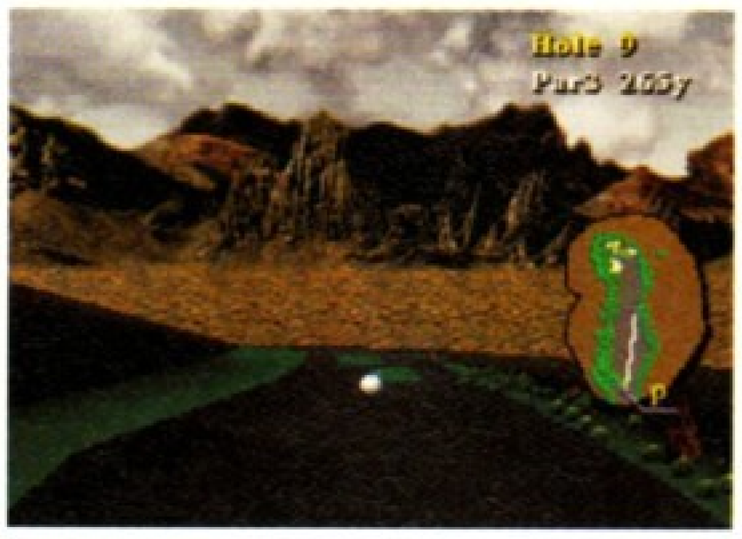
Valora Valley Golf

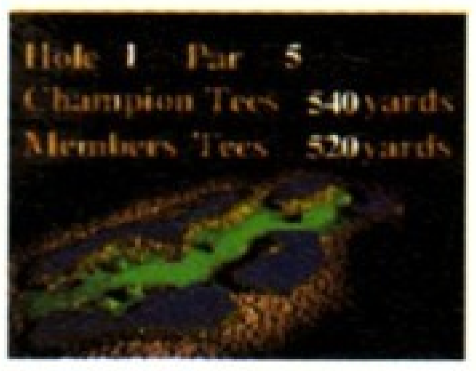
Virgin stick horns and a pointy tail on to the golf sim!











Before you attempt a hole a satanic American voice gives you a summary.





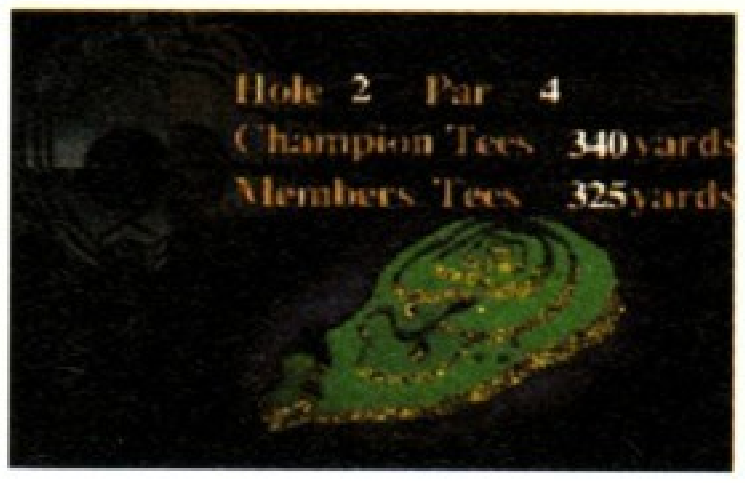
By the way, if your golf ball lands in the volcano, you're best advised to leave it. If you want to keep your legs that is.



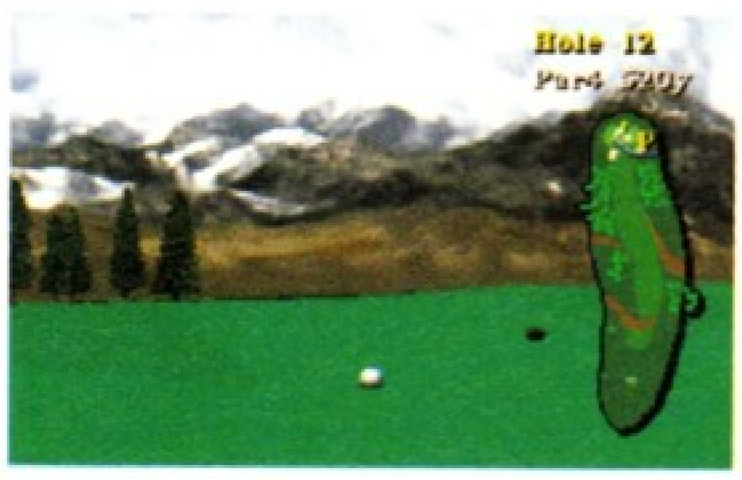
This contour map enables you to check the roll of the green. Some of them in Valora Valley are very bumpy indeed.



Let's take a quick look at hole four in the Devil's Open. A stranger course you are not likely to see because on this hole the aim is to travel up the hill to its summit where the green is situated. You can either try to get there in one shot which involves using some precise backspin, or go via the slopes at either end. Remember though, if you make any major misjudgements either on the green or trying to get there, your ball will come tumbling down the cliff leaving you back where you started.

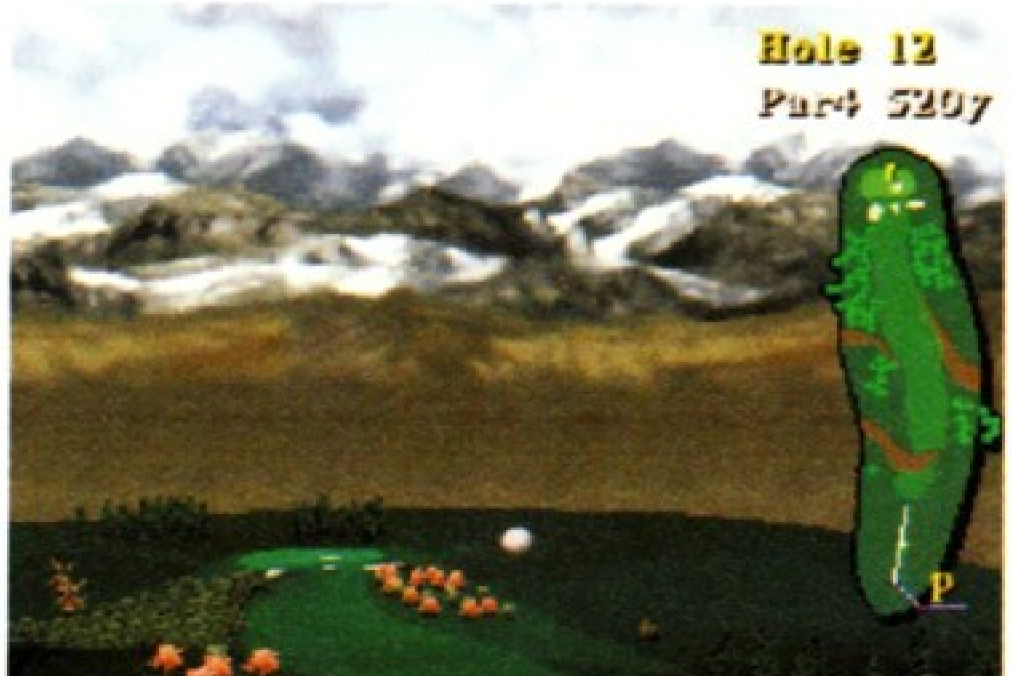








There are a range of angles from which to watch the flight of the ball, be it reverse-angle, following or a squinting distance.



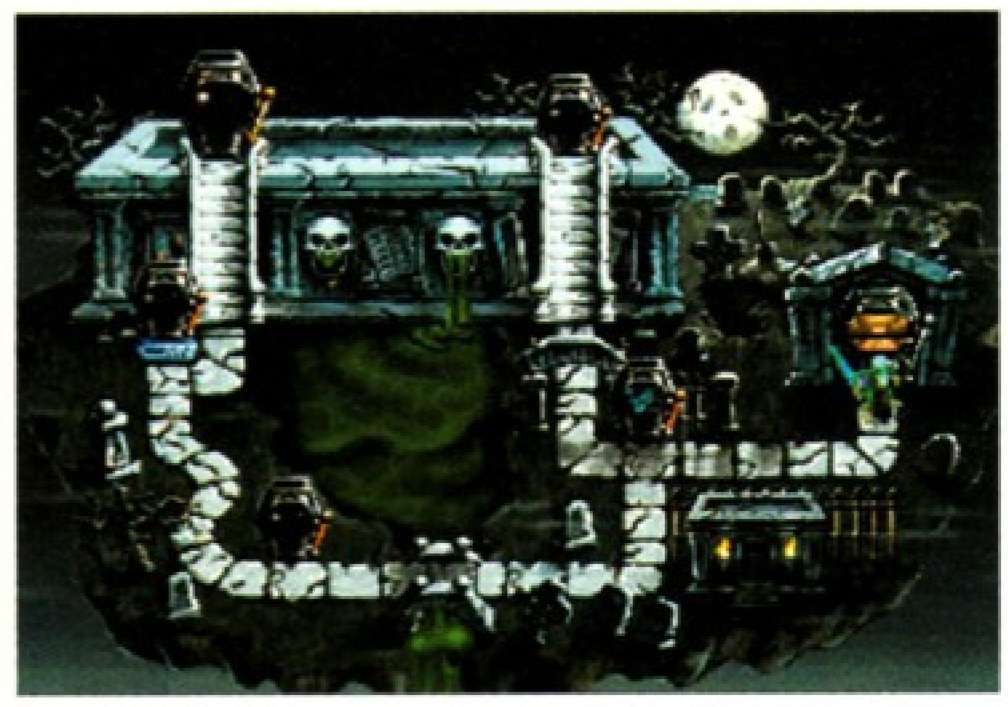


Have no fear! The scoreboard is here! It's ready to tell you whether you're under par, over par or, hey, on par!

BY	BMG
STYLE	PLATFORM
RELEASE	TBA

When a new platform character appears on the scene, there are a few things you want to know. Is it fast? Is it tough? Is it cool? Could it have Sonic in a fight? Or Rayman for that matter? Bring in the gecko!





Now, Gordon Gecko I know. He was the industrial magnate in the film Wall Street. You know, the guy played by Michael Douglas who says things like "greed is good". As regards the species known as the gecko, all I could tell you is they're lizards and that none of them speculate on the stock exchange. However, a little further research reveals that gecko's are lizards that favour tropical climates, that they have remarkable grip, coupled with a whip lash tongue, ideal for snapping at insects. Can you picture one yet? No? Ok, you know those old Flake adverts? Well, you know the one where the woman sat decadently scoffing her chocolate while the phone wouldn't stop ringing, that had a gecko in it. It was that small green thing that slithered over the dial in sleek reptilian fashion.

But all this is besides the point. Whether you are a gecko simpleton who wouldn't recognise one if

WHAT REMAINS A MYSTERY IS HOW SOMEONE CAME UP WITH THE BRIGHT IDEA OF TURNING THE GECKO INTO THE LATEST PLATFORM HERO.

it became your best mate and took Club 18-30 holidays to Benidorm with you, or a gecko expert who claims to have a knowledge of the species so deep and profound as to render you the omnipotent gecko god, what remains a mystery is how someone came up with the bright idea of turning the gecko into the latest platform hero. Why not Terrapin Dragoon or Cyber Newt Fighters? Who knows, maybe they just liked the sound of its name. But enough from the embittered games hack. Let's give this gecko a chance!

Gex as he's affectionately known seems to have departed his native environment and taken on some nasty human habits like wearing naff shades and watching endless TV. Leading such a slack lifestyle, it was perhaps poetic justice when the mellow gecko found himself sucked into the TV screen by a mad insect inventor. And this insect inventor could no doubt point to the numberless victims of the gecko's brutal death-by-tongue executions to justify its malefaction. But plea bargaining aside, Gex is now stuck in a TV maze where his only chance of escape is to move through hostile television worlds searching for remote controls and video tapes. A spiritual inferno indeed for the squared-eyed reptile, and one which forces him to utilise his habitual talents like sticking to things, using his tail as a whip, and flicking out his tongue.

In true platform tradition there are no end of foes ready to extinguish Gex's tentative existence, be they zombies, killer tomatoes, cartoon characters, kung fu experts or jungle beasts. Lucky for him then that this platform tradition extends to the vast range of pick ups available, useful for replenishing energy and increasing power. Some of them even give him additional powers like the ability to spit fire and lightning bolts.

While Gex doesn't appear to be carrying any particularly original ideas in it, it does look both fast and polished, and there is enough happening to keep the player more than occupied with gecko heroics. Look out for our cold blooded review next month.



When he gets to the end of a level, Gex disappears through the tube. Don't forget that remote control though.







Gex finds himself in this predicament by watching too much TV! Let that be a lesson to us all!



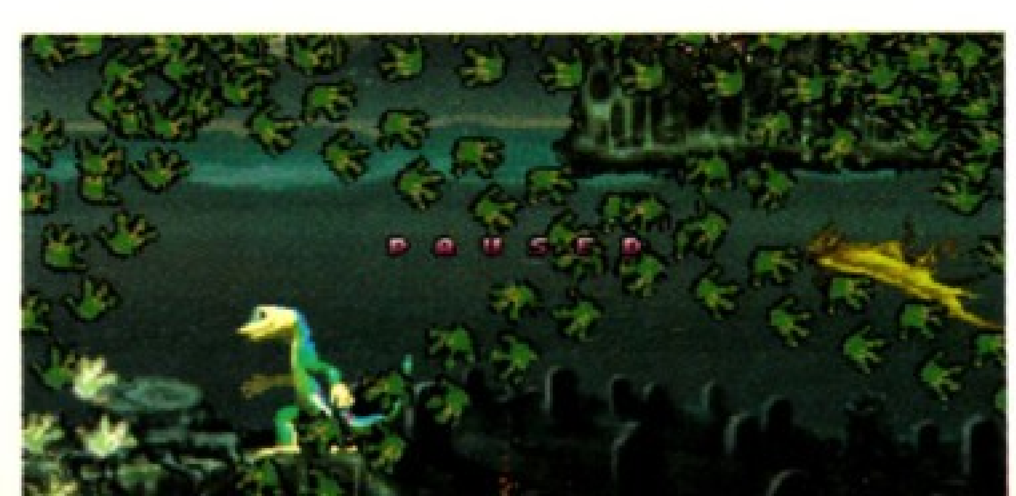


Gex demonstrates one of the useful things he can do with his elastic tongue. If he collects a hundred golden flies he earns himself an extra life.











Gex

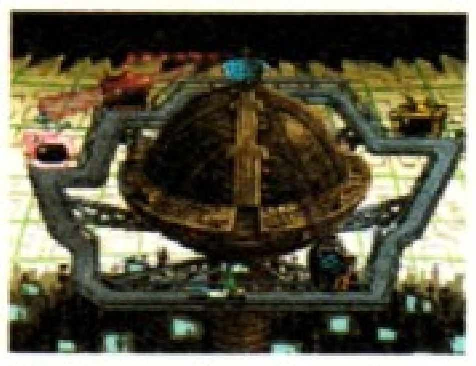
He's a lizard. He's lethargic. He's BMG's new platform hero!

Television, drug of the nation. Breeding ignorance and feeding radiation. So said The Disposable Heroes of Hiphoprisy. Gex would no doubt disagree, being as he is a dedicated square eyes. His TV knowledge is such in fact that he happily reels off quotes from movies or cartoons as he wanders about the platforms, occasionally throwing in a quip of his own for good measure. Expect to hear quotes from just about anything, be it Scooby Doo or Rocky. What a wacky Gecko this Gex is eh?









The Dome where Gex chooses which world to visit next. There are four in all.

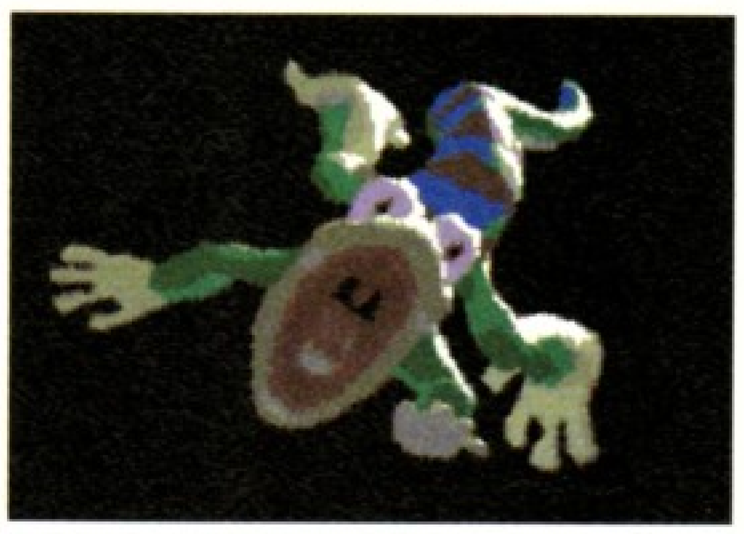


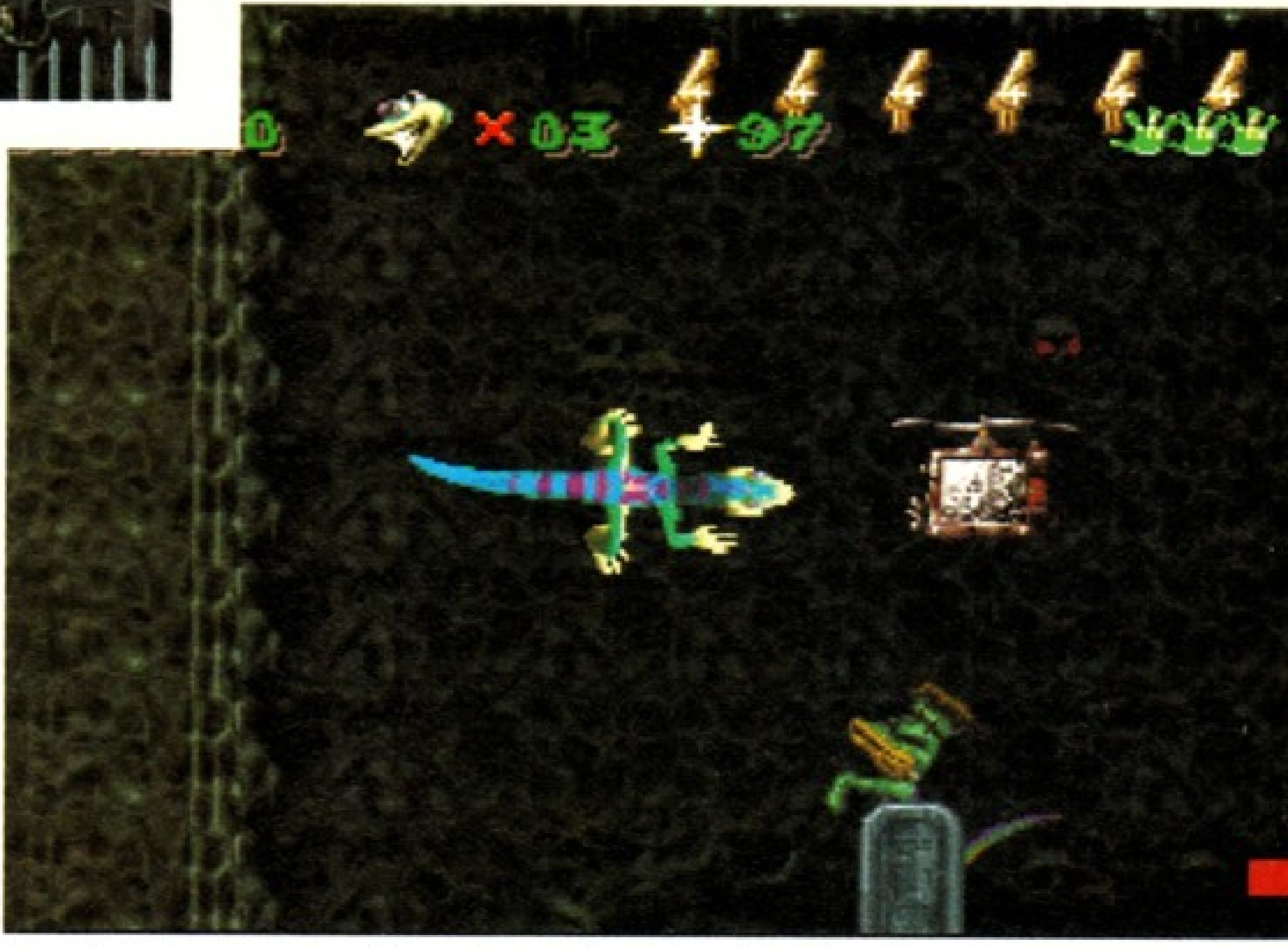
For years there's been speculation but now, at last, proof of gecko zombies!



When Gex flicks a question mark with his tail or tongue, a hint or tip is revealed, helping the slimy chap to utilise all of the skills and opportunities at his disposal. It might even point to bonus levels where he can gain some valuable extra points.







The old gecko saying goes, 'if there's a wall, we'll stick to it' and Gex is happy to maintain the great tradition of all-terrain grappling that the agile reptile is famous for. Go Gex go!

PREVIEW

BY	SEGA
STYLE	RPG
RELEASE	TBA

The original Shining Force team return for an all-new adventure! There's a rather glaring lack of RPGs on the Saturn, so it's a good job that Climax, the team behind the Shining Force series on the Megadrive, have returned to cause chaos on the Saturn!



This might look like CG artwork – and it is! But it's also a screenshot of the lovely Shining Wisdom title screen. Not just a mock-up or anything.







Shining Force was easily the best RPG on the Megadrive. With its intricate storylines and brilliant battle mode it was one of the most in-depth and appealing series of games ever released on the system. And now, in these days of 32-bit glorydom, everyone seems to have gone a bit mad. The 2D game has been pushed aside somewhat, and in its favour, 3D adventures with superlative graphics, gruesome plots and none of the old style RPG-ness about them at all. But what's happened to the gameplay? Where has it all gone?

Yep, I remember when this was all pixelly. None of your 3D rubbish, just tiny little sprites with no detail and bad taste in colour. But, the gameplay was

From this pretty mundane beginning a monstrous quest grows. The princess Satera is spellbound! And then kidnapped! By a dark elf! A legendary giant is awoken, causing terror and the possible end of the world!

damned good. even though the environments looked nothing like the castles or ships that they were supposed to represent. It's all changed now though, and it's not all for the better. Why, we haven't seen a decent RPG on the Saturn in months. The ones that are around at the moment are just too fussy (Virtual Hydlide) or too damned clever for their own good (D).

So it's with plenty of back-slapping and cheering that we welcome the Shining Force team back into the fold this month. Naturally, there's not much life left in the Megadrive anymore (especially not as far as RPGs go), so the team have decided to upgrade themselves and develop for the Saturn. The result is still reminiscent of a 16-bit game, offering not much at all in the way of 3D trickery or fancy effects, but as you'd expect from the crew, the adventure is of top class quality.

Set once again in the scenic territory of Parmecia, Shining Wisdom casts you as the new young guardlet, son of a great hero, starting out on his first day as a soldier. Just like our Rad you've got a bit of trouble getting out of bed and are already late for your big day. Your grandfather doesn't exactly help matters by refusing to allow you to leave for the office until you've decked him. From this pretty mundane beginning a monstrous quest grows. The princess Satera is spellbound! And then kidnapped! By a dark elf! A legendary giant is awoken, causing terror and the possible end of the world! You have to fight loads of monsters! And, in a bit of a departure from the usual Shining Force routine, there's no cumbersome rounds-based combat. Your little warrior wields his sword under your direct command, swiping at the many roaming beasties and boss-type monsters.

And in fact we were lying about the lack of visual effects earlier. Sure enough, Shining Wisdom isn't in the league of Panzer Dragoon or Sega Rally when it comes to feeding the eyes, but the sprites are all now traced in 3D, the levels are equally solid-looking and – shock horror – recognisable. The monsters are scary. There's even some scaling and rotation and stuff. It's pretty nice looking for an isometric adventure game, we'd have to say.

In fact, nice looking could be applied in several terms, as Shining Wisdom is shaping up to be one of the best examples of the genre to hit a Sega platform. We all know how ace the Shining Forces were, and given the amount of time this latest installment has been in production it should be cracking. Look out for a full review and Showcase in our very next issue. We can hardly wait to give you all our juicy info and opinions. Honest.







Shining Wisdom

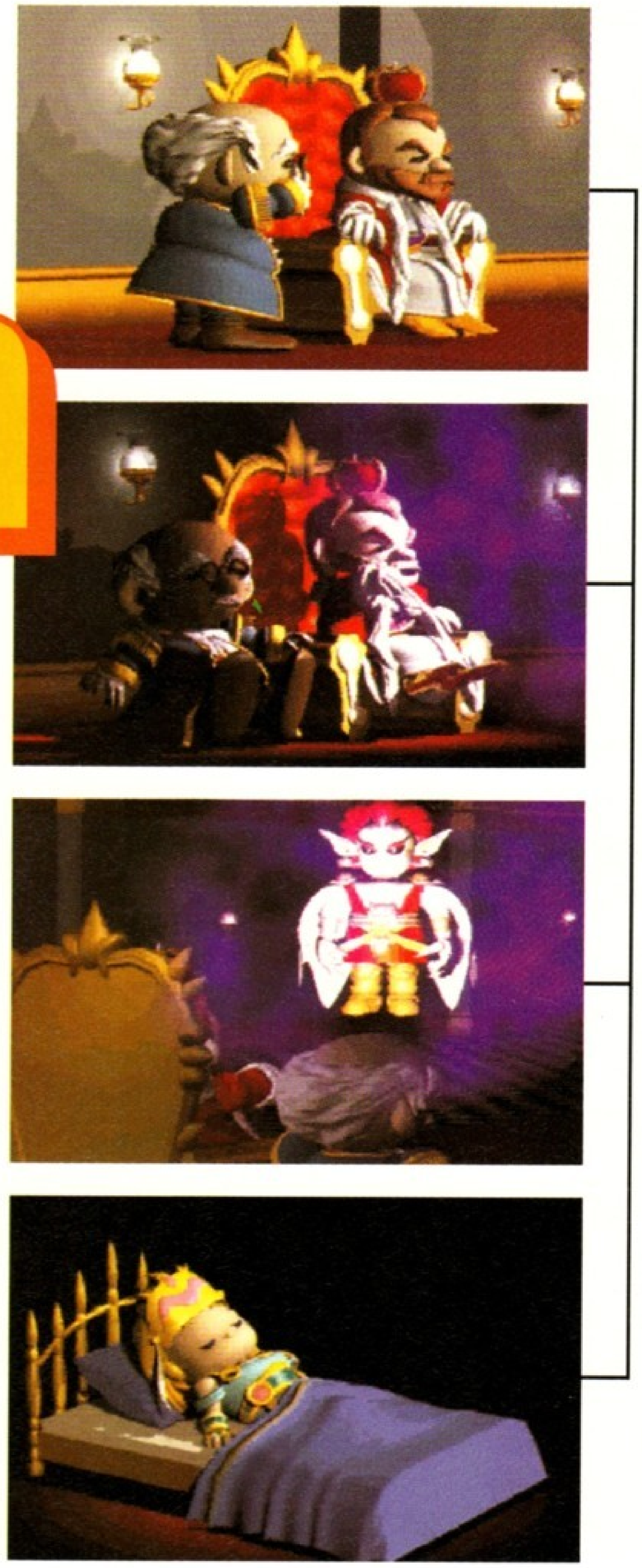
Are you getting wise with me, sonny jim?



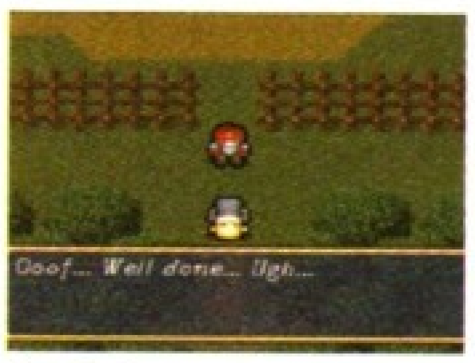




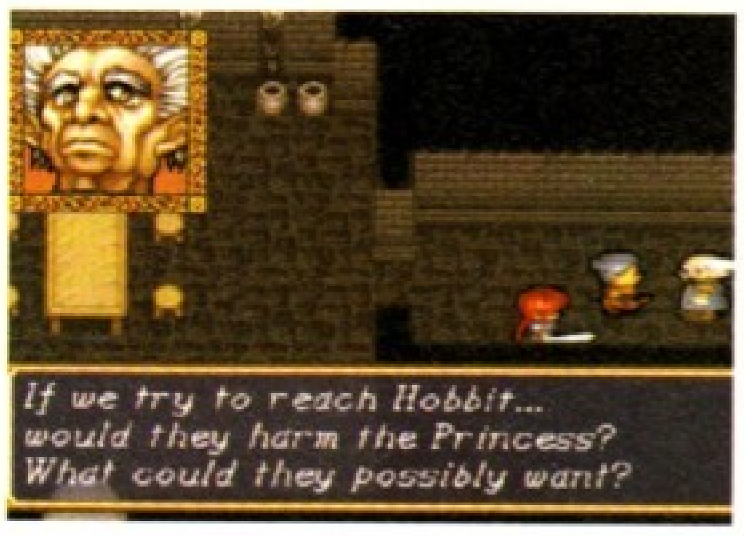




The beautifully-rendered intro tells the basic story of Shining Wisdom. But don't watch it before playing the first twenty minutes of the game, or you'll spoil the surprise for yourself. Because you don't know what's happening to start with.



Knock down your grandad before leaving home. This is absolutely true.



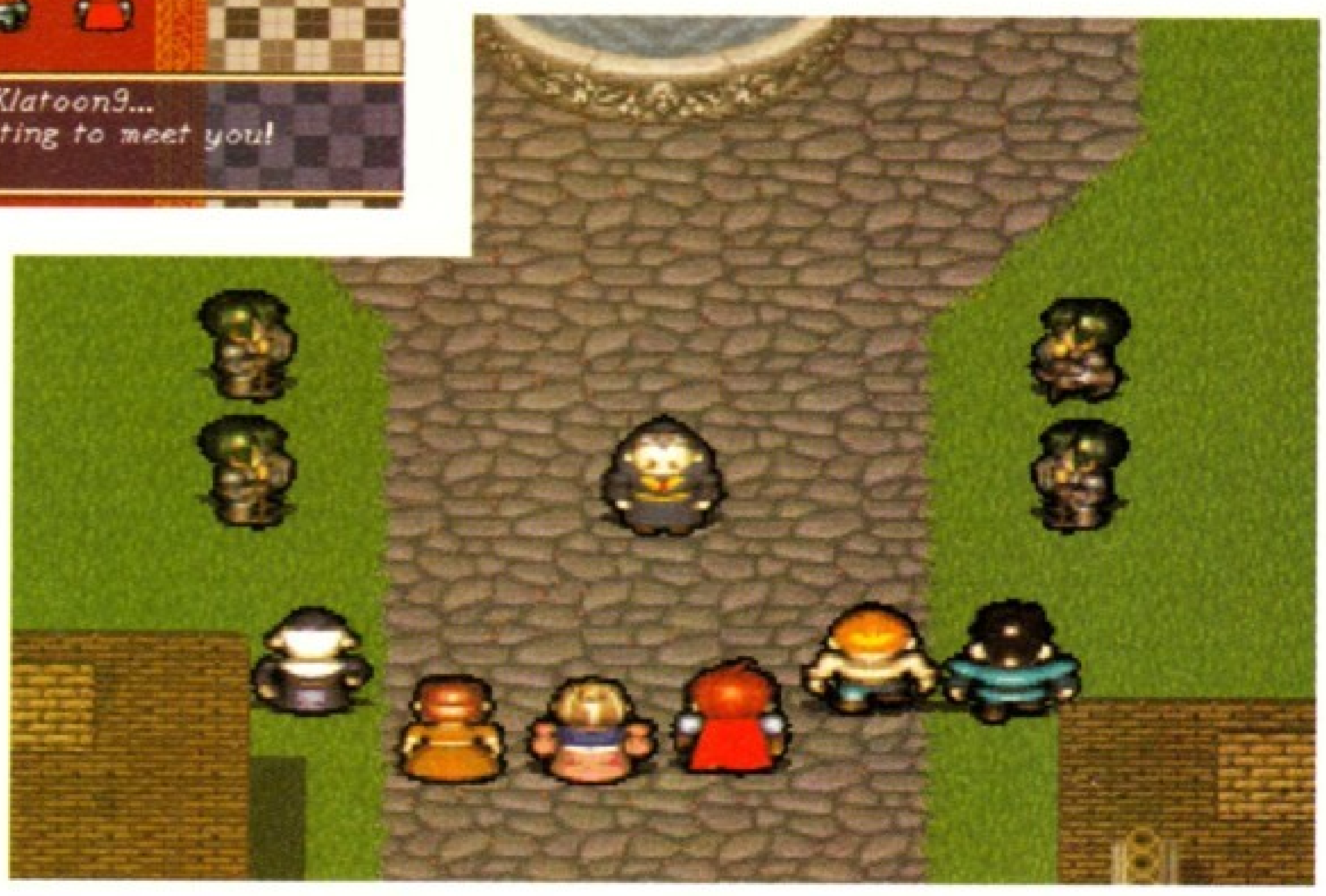




Check out the amazing sprite-scaling on this large-eared troll. It's the best you'll see on a Next Generation format.







letters

Hello readers. It's your miserable SEGA SATURN MAGAZINE host here. I've had enough of people writing in just to whinge on. Much as I've tried to fill the Letters page with positive and interesting communication, there's not a lot of it to go around. So why don't you try saying something funny, or telling us who you fancy, or being sane about Sega instead of loathing them? It's not our fault. Please send your cheery dispatches to FLOWERS AND BUNNIES AND TREES AND CANDY LETTERS, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Thanks. We love you.

BAD GAMES ARE GOOD

DEAR SATURN MAGAZINE,

First of all let me congratulate you on your magazine and to keep up the good work. It has brightened things up a little for me as I am complaining about when I went into the local games store and bought a Sega Saturn only to find out you needed an RF cable separate. It took about 3-4 weeks before I got the cable and therefore had some fun on the machine. Of course I bought Victory Goal along with that and after a couple of shots I was not impressed with it at all. The good thing is that there seems to be a lot of bad games for the Saturn and also there is a few excellent games such as Virtua Cop and Sega Rally. If all the games were as good as these two then I wouldn't be able to afford the other games which is a good thing. Keep up the good work and less of the bad work. Oh and by the way I've always respected Sega.

Bruce Shillinglaw, Galashiels, Scotland.

What a brilliant argument. You know, I really really like the fact that the majority of programmes on the TV are absolute crap, because otherwise I'd never leave the house – I'd just sit there like a zombie, staring at the screen. Fortunately my license-fee funded choice is extremely limited, meaning I only watch the goggle box for about ten minutes every week. Hoorah for the schedulers!

X VF2 180

DEAR SATURN MAG,

The day after VF2 came out I went to my Memory Manager screen and found this message:

Virtua Fighter 2 X VF2 180

But I've never played VF2 on my Saturn. I cleared it and played all my games and put in all the cheats I know for VF1 but it didn't come back. Do you know anything about this, or has it happened to anyone else? I was also wondering if it's worth buying games from America after paying £25 for a converter?

Andy, Hull, S. Humbs

Right, bet you used our demo disk, didn't you? Basically, it's a bit of a by-product of that. Even though Virtua Fighters 2 isn't playable it leaves a bunch of back-up running code in your memory. It isn't a weird Sega voodoo thing where every Saturn in the world suddenly registers the release of VF2, awakening like a Golem to pursue the CD. So don't worry.

TOO DRUNK TO REMEMBER

DEAR SATURN MAG,

Firstly I'd like to apologise for the rather pathetic attempt at a threatening fax in the summer. Dunno if you received it or not [We didn't – SSM]. I was too drunk to remember, 'cos it was after a HUGE party, so sorry about that. Blah blah, your magazine's great, now let's get to the point.

My options for Christmas [Oops, bit late – SSM] are A) A Saturn with video card or B) A laser printer, new soundcard, connection to the Internet and Windows '95, and I could probably get a couple of games as well. In your opinion, considering I am *not really enthusiastic* about games, which should I get? I already have a bubble jet printer, 16-BIT soundcard and a lot of games for my PC, and am only really getting the Saturn for Daytona, VF2 and the video card.

By the way, is Sam single or not? If she is single ask her to reply in person to my address. She's gorgeous, see ya Sam!!

Please please please please print this in your next edition 'cos after writing about 15 times letters none have been printed.

PS What are my chances of you sending me a Saturn for nothing?

See ya'll homies!

Adrian "Nuff Respect" Keen, Oxford.

Our advice is to get the stuff for the PC and leave us alone, with your blimmin' "Nuff respeckin'", already. PS You have none.

OH MY GOD – ALTERED BEAST!

DEAR SSM,

Since buying my Megadrive with Altered Beast a few years ago I have been a dedicated Sega gamer. As time went by I got the urge for something more than 16-BIT. "Hello Mega-CD". Whoops, goodbye Mega-CD. Slightly annoyed at the lack of any good titles on CD (except Thunderhawk) I waited. "Hello 32X". Er, let's wait and see... er, no thanks. Another year long wait and here it is. "Hello Saturn". But wait, what's the grey one everyone's talking about? I decided to test it out, hmmm, not bad. But Sega are converting Sega Rally and VF2. Hmmm.

The point is it was 50/50 between the Saturn and the other one until I purchased issues 2 and 3 of SSM (sorry, I missed issue 1) and then got to play VF2 on the Saturn. That was it, SOLD.

I am now the proud owner of a brand new Saturn and a great game with a gun – Virtua Cop.

Thanks very much for setting right all the speculation and hearsay about the Saturn. At last, I am completely satisfied with my new machine and the great line-up of games coming in the near future.

PS Regarding subscriptions will I get a choice between CD and non-CD editions as it would be nice.

T "Trigger Happy" Henry, Crouch Hill, London

Thanks T, in fact we wish more readers would send letters like this, because then we could charge Sega commission on every Saturn we sell for them. Come on readers, help us pay the rent. Lie if you have to, we don't care. Anyway, as a subscriber you'll automatically be sent a gift-enhanced version of SATURN MAG for NO EXTRA COST. Which is why it pays to subscribe. In the UK, at least.



"Hey Damanski! See that cute little dog over there? I bet you can't hit it." "Like hell I can! And I'll even take out that suspicious looking granny!"

WHERE ARE THE NEW OLD GAMES?

DEAR SATURN MAG,

Your mag is simply the business, but £5.99 for the CD mag is a bit pushy, hey, shave off one quid and make everybody happy!!

Where has all the imagination gone in games these days, suppose to be next

generation programmers, yeh alright whatever you say.

All of these 2D fighting games stacks of SF2 types, how about the old IK+, that was three-player simultaneous ass-kicking mayhem. Come on programmers update IK+ or make a similar three-player game.

Let's see some imagination!!!

Myst, what can I say, brill, any idea on dates for the sequel?

Hi-Octane great multi-player ideas, shame about the graphics!!

Roll on next issue baby!!

Dave Hewitt, Hayle, Cornwall.

Yeah, where have the ideas gone, eh? I mean, what we want is a conversion of an ancient and limited IK+ three-player game and what do we get? Flipping six-player Guardian Heroes! What is the world coming to? Does no-one listen to the real gamers etc etc etc.



You want variety? Then where better to look than the illustious Saturn. Sega Rally and X-Men are two of the very hot titles doing the rounds.



WISE-ASS KID

DEAR SEGA SATURN MAGAZINE,

Ho ho ho! Santa and his little elves here. I've just been on my delivery to all the little kiddies out there and decided to test a little boy's Sega Saturn before he got it. I got home with the box and opened the package up and took the brand spanking new all black Saturn out and went straight to my TV to set it up. Shock, terror came over me as my TV didn't have a SCART socket. In the end I found myself scurrying around in my sack looking for an RF unit but hours later and still no RF unit I gave up hope. Oh dear! What a shame that little boy will be disappointed if his TV hasn't got a SCART socket. Planned that one well didn't you, con all the mummies and daddies into buying a Saturn for their kids and if their TV hasn't got a SCART socket then the mummies and daddies will have to cop out (let me check my book) ah! £16.99, doesn't matter does it, it's only a few bob, I mean if they can pay £299 for a Saturn and one pad with no game then that will be alright won't it?

At least a warning on the packaging would help the old folks when they buy.

Saturn bought as a replacement for a Sega Megadrive (which comes complete with an RF unit!).

Nice stunt you pulled but I think the stuntman's dead! Comment please??

Paul McGee [Obviously not Santa really – SSM], age 13, Albrighton, Nr Wolverhampton.

You're a bit of a smart-arse for a 13-year old aren't you? Our comment is as follows – "We just write the magazine, mate. Much as you've got a point and it might have been nice for Sega to point out that the Saturn is SCART-compatible only, don't take it out on us. Plus this little bone of contention has been chewed to death by the canine element of our ever-vociferous readership". So there you go.

FULL SCREEN FOR BELGIUM!

DEAR SATURN MAG,

First of all, I'd like to say that your mag is brilliant – in fact it's almost as fun to read it than it is to play a Saturn game. (I must admit, I wasn't too hot on Sega games in the past (I used to be a Nintendo freak), but ever since the Saturn came out, I've been hooked on it like Superglue. Needless to say that I rate the console very highly... except for the PAL version, that is. Why? I'll tell you: 50Hz and black borders! As far as I know Europeans versions have always suffered from these problems, making them not only less attractive graphically, but also a lot slower. Now, this isn't too big a problem with platform games (like Bug!), but it is a disaster for fighting or racing games. Sega have resolved the problem partially by releasing Virtua Fighter Remix, Panzer Dragoon, Victory Goal... in full screen. However, Bug!, Daytona and Shinobi are all suffering from the notorious "50Hz syndrome". In issue 2 you stated that both Virtua Fighter 2 and Sega Rally will be reconfigured to run full screen and at full speed. This, of course, is wonderful news. What I want to know however, is whether other developers than Sega will adopt a similar formula (like Rayman from UbiSoft). I'm particularly looking forward to X-Men, Streetfighter Alpha and Mortal Kombat 3 Ultimate. And what about Sega's own RPGs like legend of Thor, Mystaria etc?

Maybe you guys could, as they say, pull some strings? I'm sure that, when PAL releases offer the same arcade quality as the original versions a lot more games will be sold, which is a good thing for everybody, right?

Oh and one last thing, if I were to subscribe to your magazine would I still receive the free gift with every issue (preview video, demo disk, postcards etc)? For the moment I can buy it at the Virgin Megastore in Brussels (with everything on it), but this means I have to travel over an hour to get it. Oh, and thank you for printing my letter.

Christof Roeyaert, Moen, Belgium.

Sega have pledged that every major forthcoming PAL Saturn release from their stable will run full screen, full speed. Most other developers are cottoning on to this practice, and hopefully pretty soon this little blight will be eradicated from mankind's history forever, leaving us free to frolic in a new gaming Utopia. Sadly though, as an overseas subscriber you'd miss out on all our free gifts, so you'll have to travel from Utopia to Brussels to pick up Saturn mags with free stuff on them. But don't worry, we'll let you know a month or so in advance if we've got anything *really* cool planned.

I'LL DO ANYTHING FOR WORMS

OI SSM!

Worms! Yes, that's right, Worms! I have a small question about Worms; when is the real release date, because in issue three of your glorious yet obviously misinformed mag, it said that it would be released in December. So, fool that I was I pranced about like a prat to eight different shops that sold Saturn games only to find that Worms could only be bought on the PlayStation and PC CD ROM format. Now, I love Worms, especially after I had a go on it on my mate's PlayStation and he had great trouble in getting me to leave.

I will do anything to get Worms, even if that means selling my Saturn and buying a PlayStation which, funnily enough, would make me stop buying your mag and start sending you hate mail for telling lies.

Incidentally, have you seen the new Saturn advert lately no? You'd have thought Sega would have advertised Virtua Fighter 2 or Sega Rally. Anyway, expect a letter next month of either happiness or hate, it's up to you. Pressure! Pressure! Pressure! Ha! Ha! Ha!

A.Hunter, Glengormly, N.Ireland.

Yes. it is coming out. Honest. It'll be out soon. In fact, it should be out be the time you read this. So you should sort your attitude problem out, sonny. Next time you accuse us of lying we'll be round your house with a contingent of cyber-ninjas. And Shergar.

LOVE YO

DEAR SEGA SATURN MAGAZINE

Since being the proud owner of a Sega Saturn, I've been in a dilemma over which magazine to subscribe to: the favourites being your very own SATURN MAG or the Sega Power mag. Having read them both for the past three issues I have made my decision.

Most important is the contents of any magazine. SATURN MAG is well written, full of facts and comes with a sense of humour. Sega Power contains more rubbish than fact and has a sense of humour which comes across as being stupid and not funny at all.

Secondly the presentation. While SATURN MAG is presented 'Perfect Bound' with 100 pages of absolute glory, Sega power is presented with the cheaper 'Saddle Stitch' and has a mere 84 pages, of which the adverts are about the most interesting.

Finally your magazine is called by the magic words "Sega Saturn" of course.

Alan Roche, Leicester.

Well, that's that settled then.

Q&A

"Hmmm. Good question my boy, and one which poses propositions that seem to transcend the traditional didactic approach to such a dilemma. Let's put it together. Metaphysically, we are talking about the universe's essential polarity, maintained by an incomprehensible order that can be summed up as the inherent logic in chaotic density. Are you following? After a few more journeys into simple arithmetic I think I can answer your question young scamp, and it is this: that Sonic would probably win if they had a fight..." If you wish to take issue with the professor's conclusion, write to BEARDED Q & A, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

ANSWERS AND QUICK!

Dear SSM

I need some answers and quick, so could you please answer the following questions. Thanks.

1. Have Sega any plans for a Sega Rally 2?
2. When will Virtua Fighter 3 make it to the Saturn?
3. If you have seen Tekken 2, would you say it was better than VF2?
4. When will the Saturn Internet Pack come out and how much will it cost?
5. When will Fighting Vipers reach its way to the Saturn?
6. When does Virtua Cop 2 come out and will it have a gun/game pack?

Lee Early, Brighouse.

No sir, the next project will be Manx TT Superbikes. 2: Some time next year (that's 1997). 3: No. 4: No fixed details at the moment, but there's more information in this month's news section. 5: Around October. 6 Before Christmas.

MY FIRST TIME

Dear SSM

This is the first time I have written to you so can you answer these questions for me because it will help me in choosing a new game.

1. In issue 3 of the mag you put in a Virtua Fighter 2 players guide. I thought this was excellent but what do P, D and K stand for and what are those numbers in brackets?
2. Can you put these games in order from best to worst: Worms, Sega Rally, Virtua Cop, Virtua Fighter 2, Mystaria, Cyberia, True Pinball.
3. In Sega Rally are there only two cars to choose from?
4. Will Guardian Heroes be translated into English?
5. Is Mortal Kombat 3 coming out on the Saturn?

Matthew Hyde, Ipswich.

1: P is punch, D is defend, K is kick and the numbers in brackets stand for the amount of damage you inflict upon your opponent. 2: No, sorry, we don't do that. 3 No there's a secret car, and to access it, consult Sega Saturn Magazine issue #4. 4: Yep, Guardian Heroes is being translated at the moment and should be in the shops by around easter time. 5: Yep, and it's the Ultimate version too.



One of the stunning supermove finishes in SF Alpha.

SUICIDE FACT

Dear Saturn Mag

Please can you answer my questions or I may kill myself!

1. Is the Sega Arcade Racer steering wheel worth getting?
2. Will there be any pedals coming out for Saturn racing games?
3. When you next make a demo CD please could you put a playable demo of Worms on it.
4. Is the arcade game Virtua Striker coming out on the Saturn? If so, when?
5. Will there be any football management games coming out on the Saturn?
6. Will there be anything coming out on the Saturn to make it more powerful, like an upgrade for example?

P.S. Great mag!

Andy Childs, Cheltenham.

1: If you're planning on playing a lot of racing games, then it certainly is. 2: No. 3: Absolutely not. 4: It might do, but there's been no word from Sega yet. 5: Let's hope not – actually there is one being developed in Japan at the moment. 6: it doesn't need one yet.

ME 'OLE MATE

Dear Sega Saturn Magazine

Congratulations on the release of your magazine, it's bloody brilliant. Could you be a mate and answer me this question.

I have purchased a Saturn and I have heard from your mag, naturally, that 98% of PlayStation games are coming to the Saturn . So, please tell me when these games I list below are going to be released or if they are going to be released. They are, Loaded, Ultimate Doom, Resident Evil, Syndicate Wars, Tekken 2?

Please print my letter because I've never had one answered before and it could even cure me from my mental depression, so my life is in your hands.

Justin Hilder, Wembley, London.

Loaded and Ultimate Doom will definitely be out on the Saturn within a few months, although there's no official word regarding the other titles. You'll just have to wait and see.

SABOTAGE!

Dear Big Time Saturn Mag

Please could you answer my questions or I'll sabotage next months batch!

1. Are Scavenger using the Sega graphics library to develop Scorcher and Amok?
2. Do you think Time Warner should have made a textured and light-sourced version of Virtua Racing?
3. What is the average megabyte count for games such as Daytona and Virtua Fighter 2?
4. When are Darkstalkers 2, Toh Shin Den and Streetfighter Alpha coming out?
5. Apart from Virtua Cop 2, what other games that you know of will be compatible with the Virtua gun?
6. Which design applications do AM3 and AM2 and Capcom use to develop their games?



Loaded is blasting its way to the Saturn very soon.



7. Now that the Saturn is out and a new breed of games have arisen, when will you continue giving away free posters?

P.S. Your cover CD in issue 3 has left me sleepless.

Leon Harris, London.

1 Don't know, although they probably are, as they work very closely with Sega. 2 Yes. 3: Don't know, sorry. 4: They will be out within the next couple of months. 5 None, as yet. 6 None that they would tell any of us lot, sorry. 7 We're not really going to do any posters, unless they're really top qual ity that is.

GO GETTER

Dear SSM

Inquiries are what I have and answers are what I want. Let's get down to business!

1. What's the best portable television to get with my Saturn? I want something with a scart connection.
2. Are Sega going to release a new video card to go with the better class of CD films being produced?
3. What's going on with the mouse for the Saturn? Will there be any games it can be used for? Can we expect a painting package of some kind?
4. I hate the joypads that come with the Saturn. Are there any better ones out there and where would I go to get one?

Simon Russell, Bristol

1: A portable TV with a scart connection – which means it will be of pretty high quality anyway. 2: They probably will do, although they haven't announced anything yet. 3: We don't even know whether the mouse will be released over here, but if it is, you can expect to use it with games such as Theme Park, strategy titles, and probably tons more that haven't been released yet. 4: None yet buddy, but there will be some on the way soon enough.


MAXIMUM

IT'S NOT OFTEN THAT A GAME IS GOOD ENOUGH TO ACTUALLY SELL THE CONSOLE THAT IT APPEARS ON. IT'S HAPPENED A COUPLE OF TIMES ALREADY ON THE SATURN THOUGH – WITH VIRTUA FIGHTER 2 AND SEGA RALLY SELLING THE MACHINE BY THE BUCKETLOAD. AND IF THERE WAS ONE GAME THAT SOLD PLAYSTATION ON LAUNCH IT WAS WIPEOUT – A SUPER-FAST RACER WITH SLICK STYLISED GRAPHICS AND A SOUNDTRACK MORE SUITED TO A NIGHTCLUB THAN A GAME. UNFORTUNATELY, THERE WAS NOTHING QUITE SO FASHIONABLE ON THE SATURN AT THE TIME, SO FOR A WHILE AT LEAST, SONY MANAGED TO STEAL THE LEAD OVER SEGA. BUT THAT'S ALL ABOUT TO CHANGE. YOU SEE, IN JUST ONE MONTH'S TIME, THE PLAYSTATION'S MOST CELEBRATED TITLE WILL BE AVAILABLE ON THE SATURN. AND, TO SEE HOW IT'S GOING TO SHAPE UP, *SAM HICKMAN* TAKES IT FOR A TEST RUN.



i love my DR

OK, SO I ADMIT IT. WIPEOUT WAS ALWAYS AN EXCELLENT GAME, EVEN THOUGH IT'S TAKEN THIS LONG FOR IT TO FINALLY APPEAR ON THE SATURN. IN FACT, WHEN IT FIRST WENT ON SALE, CRITICS UP AND DOWN THE COUNTRY WERE CAUGHT IN A FRENZIED HYPE SURROUNDING ITS RELEASE, CLAIMING THAT THIS WAS BOTH THE FUTURE OF GAMING AND THAT THERE WAS NO WAY THE SATURN WOULD BE ABLE TO REPRODUCE A GAME OF THIS CALIBRE. BUT, SIX MONTHS ON, HERE IT IS, SHIP SHAPE AND READY FOR ACTION – MINUS A COUPLE OF THE SONY-OWNED SOUNDTRACKS, ADMITTEDLY, BUT OTHERWISE IN PRETTY MUCH ORIGINAL CONDITION. NOW CONSIDERING THAT WIPEOUT PROBABLY SOLD A FAIR FEW MACHINES ON THE STRENGTH OF ITS TOP GAMEPLAY, THERE'S BOUND TO BE MORE THAN A FEW PEEVED PLAYSTATION OWNERS OUT THERE AT THE MOMENT. BUT THEN, YOU DON'T CARE ABOUT THAT, DO YOU?

SEE THE FUTURE!

But, if you don't own a Playstation and weren't taunted by your friends waving the game around in your face, it's quite likely that you'll never have heard of WipEout. Basically, it's a high speed futuristic racing game where your car hovers over one of the six available tracks. Everything from the car details to the track backgrounds to the options screen is of the highest graphical quality and due to its stylised look is one of the most impressive next generation games around. Of course, the gameplay's great too, and seeing as all of the cars hover around the track rather than drive around it, the handling is slightly different from racing games around at the moment and may take some getting used to. However, if you like racers in general, there's little doubt that you'll find this an absolute joy to play.

DRIVE LIKE THE WIND!

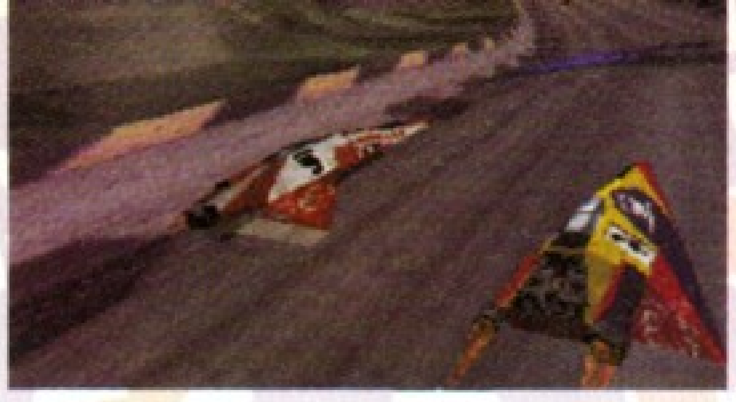
WipEout isn't an ordinary racing game. Nothing like it in fact. It's set in the mid-21st century and as a result, cars are a thing of the past. Instead, people drive hover-cars, vastly superior, both in terms of speed and energy. And, as a result of this breakthrough in technology, the road network is completely decayed and has been replaced by stark, smooth surfaces.

There is a downside to all of this though. As a result of the new high speed vehicles, a new sport has emerged – the Formula 3600Anti-Gravity Racing League. This puts contestants across six different corners of the globe, then allows them to race around some of the most deadly roads ever created. Of course, the race alone is scream-worthy enough, but all of the contestants are equipped with a range of weapons that are capable of killing their enemies. There's only one thing they can do. Kill or be killed... >>

THE THRILL OF THE CHASE!









TOOL UP!

With WipEout being more of a fantasy racer, there's no real rules of how to conduct yourself when racing. This is obviously the reason why so many weapons have been incorporated into the game. They're are used to blow your opponent into kingdom come and come in a variety of guises. And here they are...

MINES

These can be laid down in series of five and they cause a fairly drastic slow-down to your opponent and are best laid are the start of jumps so that your opponent is less likely to notice them.

SHOCKWAVE

When laid down, this causes the ship to freeze in its tracks, then renders it uncontrollable for a few seconds.

SHIELD

Well, it's your standard shield, as it happens. Does all the things a good shield should, and also allows you to pick up weapons while you're covered. You can't use them until the shield has worn off though.

TURBO SPEED

Gives you an extra speed boost which is most useful if you're either lagging behind, or an opponent has laid a particularly heavy assault on you. Be careful where you use it though, or you could end up as roadkill.

ROCKET

The rocket is an extremely useful weapon, but unfortunately has no targetting control, so you'll have to be a good aim to use it.

HEAT SEEKING MISSILE

This is probably the easiest weapon to use as it has a lock-on device which means it's almost idiot proof. You do lose a bit of speed when you launch it, but it's a deadly weapon, unless counteracted by the shield.

Of course, you'll need a team to race around these tracks, and luckily, there's more than one choice. In fact, there's five in all, and here's a quick rundown of the choices on offer...





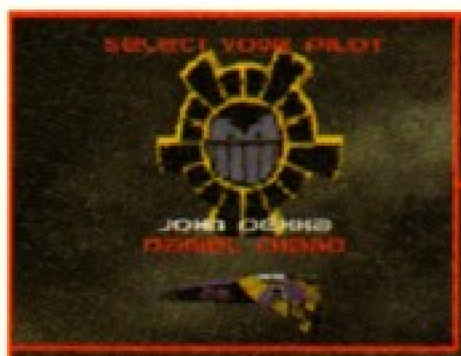
It's the title screen! Hurrah for the title screen, identical in every way to the Playstation version of the game! Well, what did you expect?



One of the ships from the demo mode at the beginning of the game, proving that this version is slick!







AG SYSTEMS

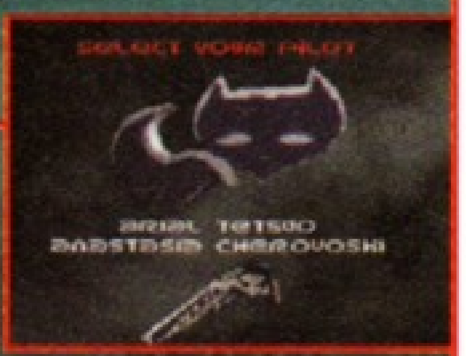
AG Systems originate in Japan, and probably provide the most versatile and easy to handle vehicle from the ones on offer. The responsive controls and stable vehicle make it the ideal car for the beginner, although more advanced players may find it a bit cumbersome.





AURICOM

Auricom are a Canadian racing team and provide the most challenge in terms of a vehicle to race against. Its heavyweight frame means that it's extremely difficult to pass in a race. It takes a while for this car to reach high speeds, but when it does, it's almost impossible to beat. A heavy frame means that it's more difficult to master, so it's more suitable for advanced drivers than anyone else.





QIREX

This Russian born team power another heavy vehicle, and the controls really take some getting used to. Once, mastered it's difficult to find a vehicle that can superceded it, but if you don't know what you're doing, go for one of the smaller vehicles!





FEISAR

Hailing from Europe, the Feisar team hold one of the more versatile ships in the game. While initially not very fast, the acceleration is top class, and the easy controls mean that it's a forgiving vehicle while you initially play the game. If you're a novice playing against more advanced users, this is your best bet.





TAKE YOUR PICK!

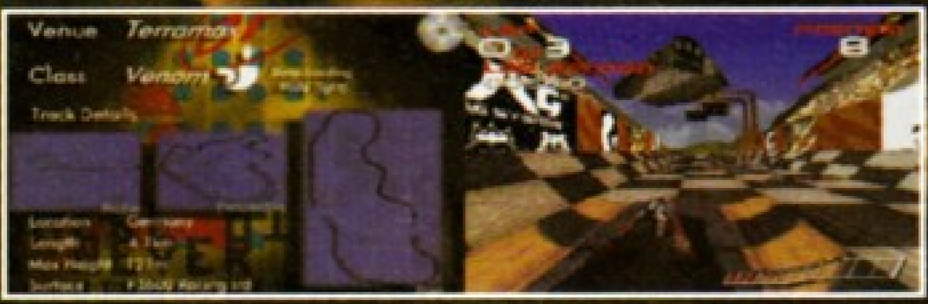
There's a total of seven tracks to race through in Wipeout, ranging from the almost easy to the absolutely rock hard. Getting through the final Silverstream track is a task that even an experienced gamer will find difficult, but luckily there's plenty of chances to prepare yourself for this with some of the easier, beginner tracks. Even these require some degree of skill to complete but luckily, tracks are designed to make you gradually more at ease with the handling system. Of course, the degree of control you have over your vehicle also depends on the team you chose to race with – there's four in all, and the cars and the way each team drives really differs. Each track has a different surface too, which makes driving either more difficult or much easier, depending on the grip the surface gives you.

ALTIMA V11
LOCATION: CANADA
LENGTH: 5.5 KM
HEIGHT: 359KM
SURFACE: F3600 RACING STANDARD



One of the easier tracks in the game. This allows you to get used to the speed and handling of your chosen car and being fairly simple in design, the course is really easy to get into.

TERRAMAX
LOCATION: GERMANY
LENGTH: 4.1KM
HEIGHT: 121M
SURFACE: F3600 RACING STANDARD



Slightly more complex than the first track, Terramax is good for turbo starts, and there's more than one route through the race, so finding the best route will take some doing. Due to the multi-routing though, you'll have to make your decisions fairly quickly to avoid a head-on collision!

KARBONIS
LOCATION: JAPAN
LENGTH: 3.4KM
HEIGHT: 107KM
SURFACE: RECLAIMED TITANIUM



Karbonis has some of the most deathly corners in the whole game. It will be a while before you really get used the handling on this track, and mastering the air brakes is an absolute necessity. There's plenty of power ups in this track too, and finding them can sometimes be essential to complete the track.

KORODERA
LOCATION: RUSSIA
LENGTH: 5.4KM
HEIGHT: 210M
SURFACE: CARBONIC IRON



Again, there's plenty of sharp bends to master in this track, with some of them positioned at the bottom of hills just to make things even more difficult!

ARRIDOS IV
LOCATION: USA
LENGTH: 6.04KM
HEIGHT: 245M
SURFACE: BLASTED SANDSTONE



To succeed in this race, you'll need to know your ship, plus its strengths and weaknesses really well. This is especially true in the tunnel sections which can be an absolute nightmare if you're not accustomed to your ship.

SILVERSTREAM
LOCATION: GREENLAND
LENGTH: 6.4KM
HEIGHT: 232M
SURFACE: ARTIFICIAL CRYSTAL



This is the ultimate WipEout track, and completion of this will allow you access to the secret, Firestar track. However, the challenge is really difficult here, and you'll have to manoeuvre the 90 degree corners before you'll get anywhere near to completing the course. Good luck!

FIRESTAR
LOCATION: MARS
LENGTH: 6.3kM
HEIGHT: 198M
SURFACE: UNKNOWN



This is the final, bonus track that is awarded on completion of the other tracks. We're not going to show you anymore just yet, as we don't want to spoil your enjoyment of the game!

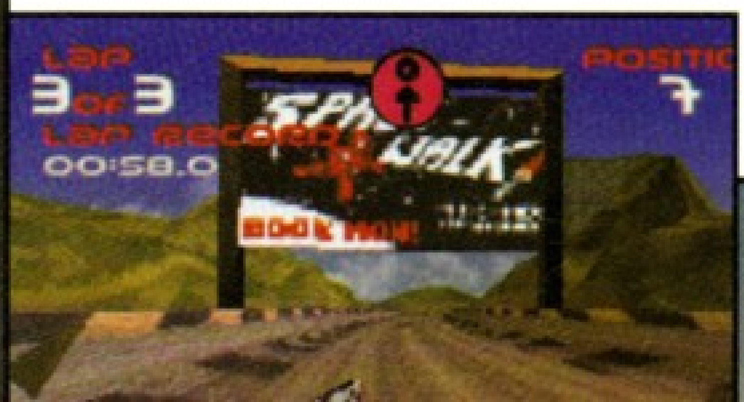


Hey! Look out for Buddha on one of the tracks, and don't crash into him unless you want your karma destroyed for ever and ever. As you can see, WipEout really does employ some of the best graphics seen on the Saturn to date, and is almost identical to its Playstation counterpart. Of course, this will come as a bit of a shock to gripe-worthy Playstation owners, but that's only because they never expected to see their beloved racing game on the Saturn. Bet you're glad you bought this machine now though, eh? especially since Destruction Derby is Saturn bound too!

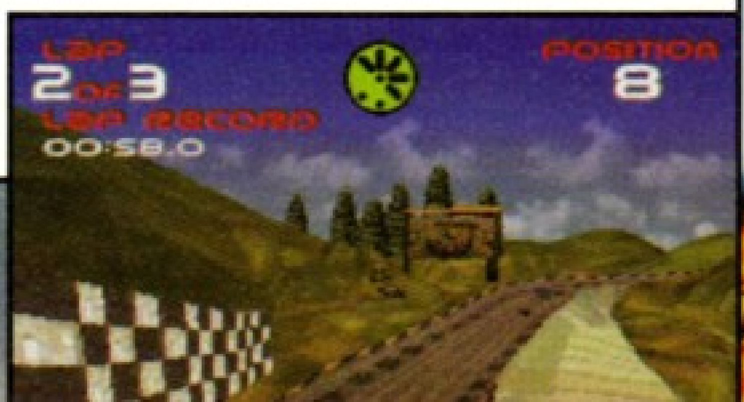
TWO DIFFERENT VIEWS!

There's two views to choose from while racing around the tracks – there's the internal view and the external view. As with most racing titles, the external view is probably the easiest to get to grips with, as the internal view can be a bit tricky to say the least. This is mainly because the external view allows for a more deep field of vision, and is thus easier for beginners to handle. However, the choice is yours!

The external view is probably the best bet for beginners, as it allows you to see more of the track, and the ship also becomes easier to handle...



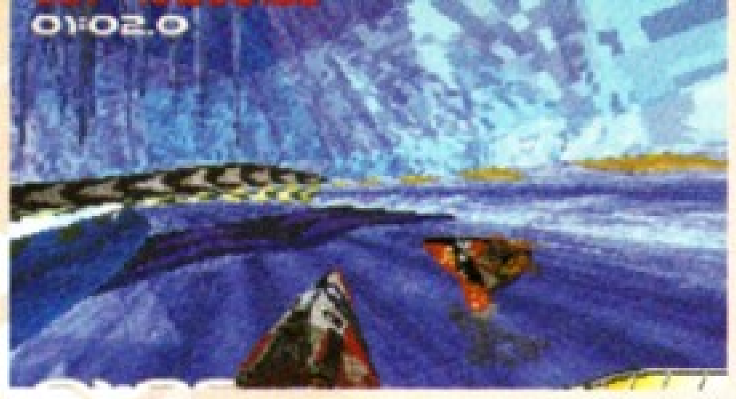
...While the internal view is for people slightly more accustomed to the controls, and allows a tighter race as far as controls go.



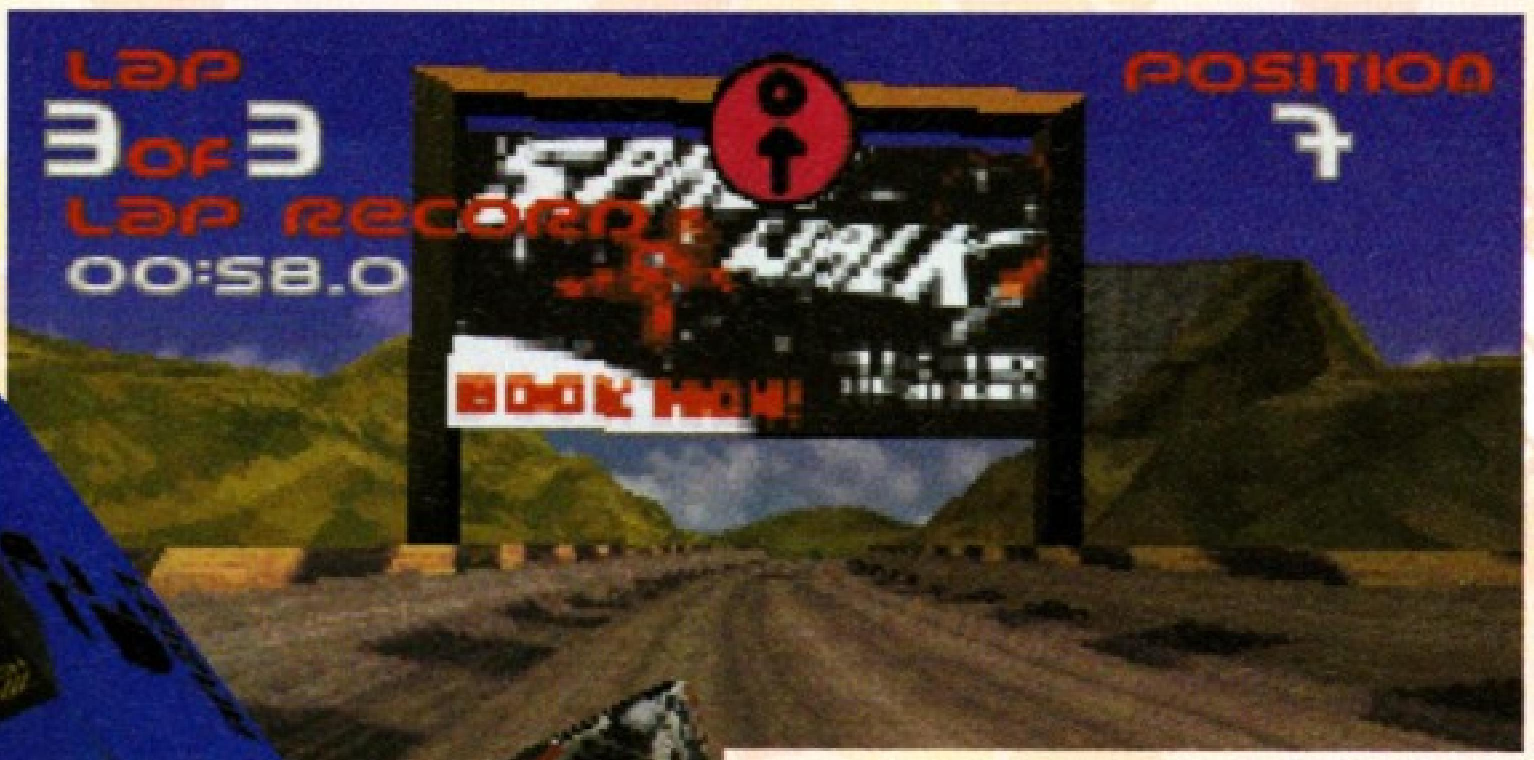
wipEout















SO NEAR AND YET...

>> When Wipeout was first released on to the Playstation, no one ever thought that it would appear on the Saturn too. This was because the game creators' Psygnosis were actually affiliated to Sony and initially this meant that they would only be producing games for Sony's Playstation. In fact, no one believed us when we ran a news story announcing the arrival of Wipeout on the Saturn. At the time, Psygnosis were thought to be just too close to Sony to even consider publishing on another format. but within a few months of the arrival of the Playstation version, a finished PC version appeared. Admittedly, this was a pretty disappointing conversion of the game, but nevertheless, it proved that Psygnosis were open to publishing on other formats. Then two months after that, information was leaked regarding an almost complete Saturn conversion – and a good one at that! This came as a surprise to everyone, including SEGA SATURN MAGAZINE, as we thought that Sony would probably bung Psygnosis a load of cash to keep them Playstation only, but it seems that Psygnosis are determined to publish most of their previously Playstation-only titles on the Saturn. Which, obviously, is good news for you...

TAKE THE TASTE TEST!

However, it remains true, that initially, WipEout was programmed as a Playstation-only game. This means that the programming team had to take the game apart once more and adjust certain features of the title that maybe weren't working quite so well on the Saturn. The Saturn of course, has been a notoriously difficult machine to program for up until now, although Psygnosis have done an excellent job in bringing an almost perfect conversion to the Saturn. Of course, the two versions are never going to look exactly the same as the two machines are essentially different, but on first look you'd never be able to tell the difference between the two. All of the tracks, gameplay and little extras are included from the original, and in fact, the only thing missing is a couple of music tracks from Sony's own music label.

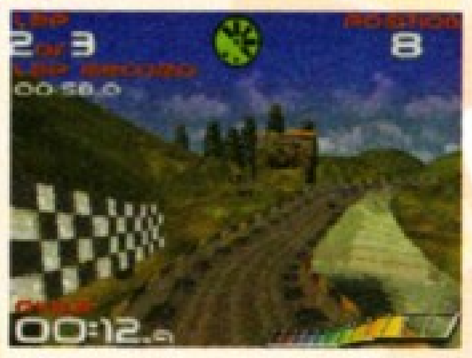


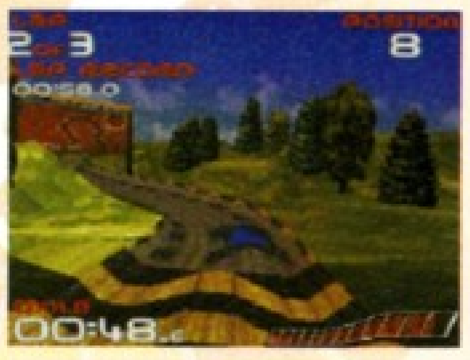
Playstation



Saturn

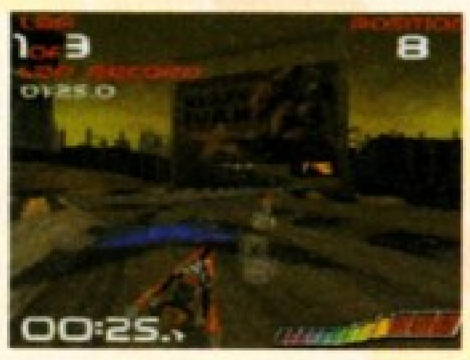










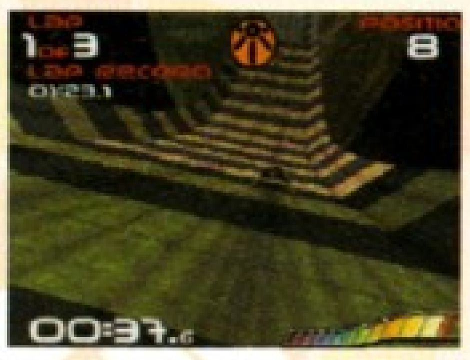


SPIN OUT!

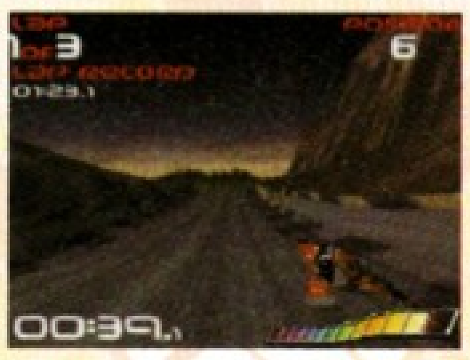
There's more to WipEout than great gameplay and impressive graphics of course. With it's techno-friendly music and club-cool icons it's almost an attempt to crossover from the traditionally nerdy video game into something that appeals to fashionable young things more than ever before. And in some ways this was done on purpose. After all, Psygnosis did employ trendy design agency The Designer's Republic to create all the on-screen icons and information. They're more used to designing album covers for Pop will Eat Itself and The Shamen than creating graphics for spotty young oiks playing computer games, but they've definitely brought their distinctive style to the game, brightening up the proceedings no end. In fact, initially, the agency was only brought in to create the icons, but everyone at the Designer's Republic was so impressed with the game that they decided to do all of the other on-screen options for Psygnosis too!

HANDBRAKE TURNS!

There's two different classes to enter into in WipEout – the Venom, or idiot, class, and the Rapier class. The former is the standard class which can be accessed at the beginning of the game and is played at standard (still pretty fast though) speed. The latter can only be accessed after completing all of the tracks in Venom mode in either first, second or third place. Rapier mode is around 50% faster than Venom mode and as a result, provides you with a complete new game to master. And unless you're absolutely expert at the game, you won't stand a chance!









Ready your accelerator for a turbo start and an advantage for the rest of the game.



Here, an opponent attempts to prevent you from passing in front of them.

YOU WILL SUCCEED!

The trick to succeeding in WipEout lies in learning the tracks. If you don't familiarise yourself with all of the jumps, corners and ramps, then you're never going to get any good times. This isn't quite so important in the easier tracks, as on the whole they're not quite so complicated, but still, memory is the key skill in achieving superior times. That and actually being any good at the game of course!

The Altima V11 track is the first course you'll come across in WipEout and as a result is the easiest to complete. It's a good opportunity to get used to the handling of the cars and sharpness of the tracks though, which is why we've singled it out for feature here. Basically, if you can't handle this track, you'll have to practise before you get onto any of the others, as they only get more difficult from here onwards!



Well, it may be dangerous, but you're going to have to pass through it if you want to complete the race.



Those cliffs look just like the ones in Sega Rally!



A difficult corner approaches, although careful manoeuvring will do the trick.

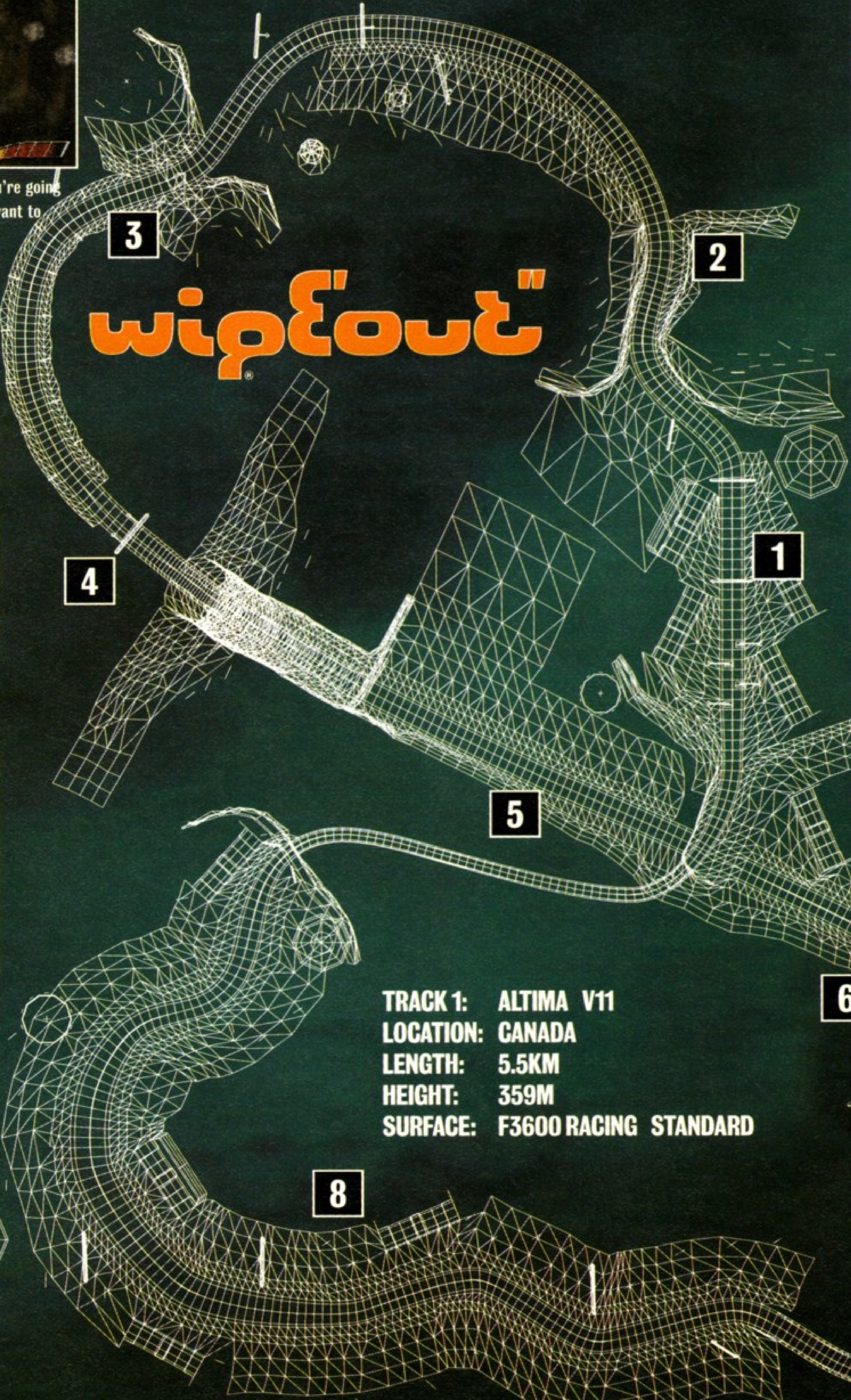


THe corners in this track should prepare you for later levels.



Yikes, another battle ensues, although not all of the weapons are available yet.





TRACK 1: ALTIMA V11
LOCATION: CANADA
LENGTH: 5.5KM
HEIGHT: 359M
SURFACE: F3600 RACING STANDARD



The Silverstream track looking very impressive, although not quite as slick as was seen in the Playstation version.







Hey, it's one of the option screens. Hello.



The team selection screen – four to choose in all.



One of the game over screens with a racer.



Another unsuccessful racer, more hard than the last.



The Terramax track is another extremely difficult challenge, although with careful handling you should get through.



Another shot form the Terramax track, this time this ship is about to make a leap into the great unknown.



The beginning of this advanced track, with some rather lovely texture mapping, making it difficult to tell this from the PS version.



Here, the course splits off into two routes, although whichever one you choose, it makes very little difference to the race.



Huge girders on the track make crashing all the more likely, especially as some of the bends here are incredibly sharp.



DRIVE AROUND THE COSMOS!

Just to show you how difficult some of the tracks get in WipEout, we've decide to print one of the more difficult levels too. Arridos IV is one of the most challenging tracks of all, set in a bleak sandstone environment with plenty of hairpin corners and a selection of routes to choose from. And here's the track itself...



THE BEST SOUNDTRACK IN THE WORLD...EVER?

When you play WipEout you'll notice the brilliant music apparent on all of the tracks. Although acts such as the Chemical Brothers and Leftfield appear on the Playstation version, Psygnosis have their own in-house music team to create the music for WipEout. but these aren't your usual plinkety music guys. Nope, none of it. They're Cold Storage, and the music they've created is nothing short of brilliant, suiting the slick graphics and trendy icons down to the ground. Expect to hear more, much more from these guys in the near future.

BUY IT NOW!

However, if you can't stand the thought of playing WipEout without the original soundtrack – Chemical Brothers and all, don't worry. You can nip down to your local music store and buy a copy of Wipeout – the CD. This features all of the "big name" soundtracks plus others by acts such as Dreadzone, Prodigy and Orbital. Happy now?







The final, Silverstream track. This is extremely difficult indeed, and only the most experienced players will make it through this and on to the secret, seventh track.

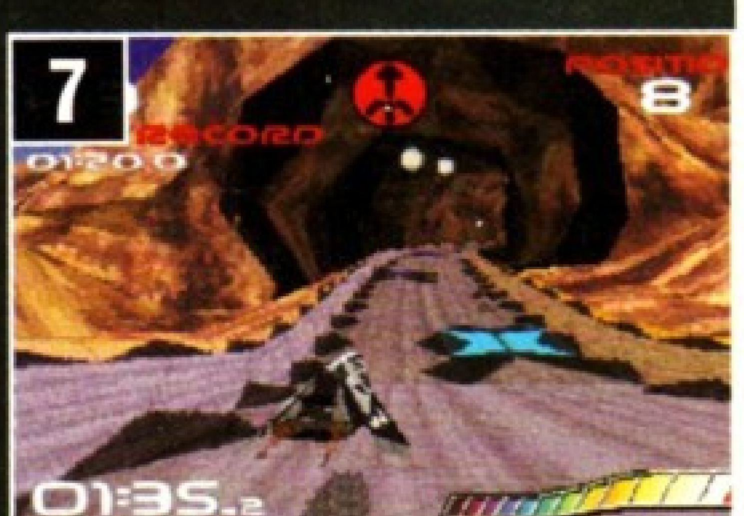



5

Stay close to the middle of the track to avoid crashing into the barriers on either side.


6

An abundance of Krazy Ivan logos litter the track. Could this be coming to Saturn too?


7

Approaching one of the tunnels, and readying weapons for ultimate showdown.


8

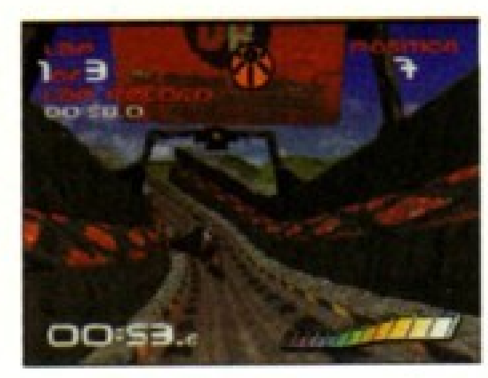




The final track is really, really difficult to complete.



Ready yourself for the jump of your life!



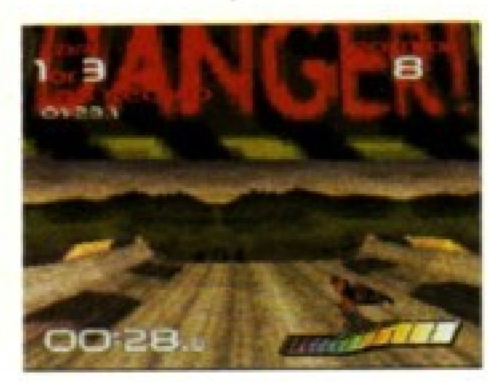
Showing off the top-quality graphics of the game.



One of the fly-bys you'll be treated to at the beginning of each race, showing off the loveliness of your chosen vehicle from a number of different angles.







LINK UP OPTION ON THE WAY!

On the Playstation version of WipEout, you can link up two machines for a true head to head battle. Unfortunately, the link up cable still isn't on sale for the Saturn at the moment, but Psygnosis are hoping to leave the link up option in the game, so that when the cable is released, you'll be able to enjoy this option fully. In fact, this is easily one of the most exciting ways to play the game, as blowing up a human opponent is a hundred times more satisfying than playing against the CPU!

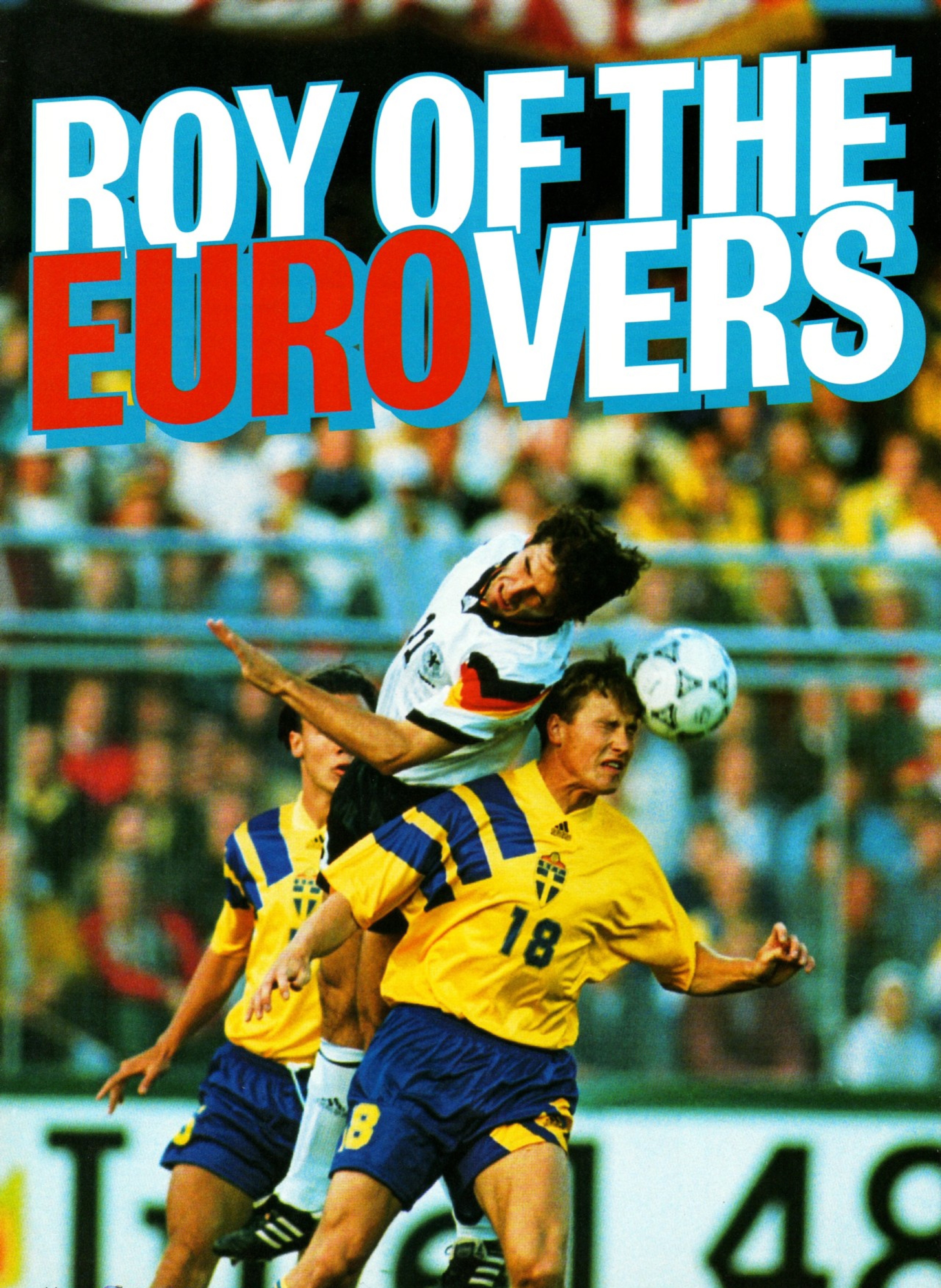


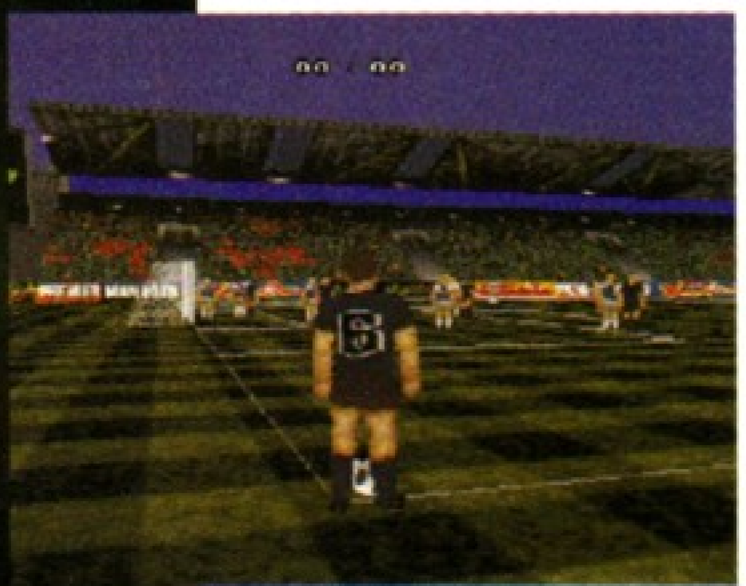
OUT SOON!

There's still no final word regarding the exact release date of WipEout, but the game stands around 80% complete at the moment. So, all being well, you can expect to see it in the shops by Mid March, which also means that we'll be bringing you a review of the game next month, followed by a full player's guide revealing all of the secrets WipEout holds. So there you have it!

YOU CAN READ THE REVIEW OF WIPEOUT IN THE NEXT ISSUE OF SEGA SATURN MAGAZINE.

ROY OF THE EUROVERS














In June, the atmosphere in England, from the tiniest hamlet to the sprawling metropolis, will be one devoted to the trials and triumphs of the national football team. Scotland will be no different either. ROB BRIGHT swings his rattle for Euro '96 and dreams of an escape to victory!

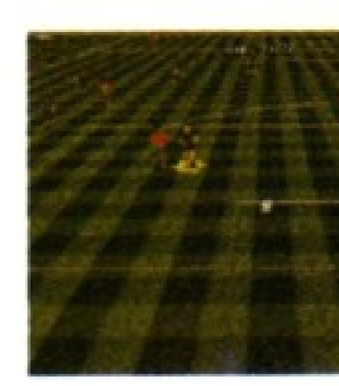


BOREDOM MOVED LIKE A FOG THROUGH THE EMPTY TERRACE STREETS. FACTORY CHIMNEYS CAST MONOLITHIC SHADOWS OVER THE ROOF TOPS, SPUMING SMOKE INTO AN IMPLACABLY GREY SKY. HIGH RISE FLATS, FORSAKEN BY A FUTURE THAT HAD COME TO PASS, ENTOMBED THE BRITTLE SOULS OF A THOUSAND WEARY LIVES. DREAMS WASHED ALONG THE GUTTERS, DESPAIR FROTHED AMONG THE REFUSE OF THE OILY WET PAVEMENT... BUT THERE WAS ALWAYS ONE DAY IN THE WEEK WHEN THIS WASTELAND WOULD SEEM TO AWAKEN FROM ITS SOPORIFIC HAZE. DOORS WOULD OPEN AND FAMILIES WOULD EMERGE, RED AND WHITE SCARVES WRAPPED ABOUT THEIR EXCITED FACES. AND THEY WOULD MAKE THEIR WAY ALONG THE SAME CROWDED ROUTE, MAYBE STOPPING FOR A HOTDOG, OR A PINT, OR TO BUY A PROGRAMME. AND AT ABOUT A QUARTER TO THREE THE SOUND OF VOICES, A HUGE CONGREGATION OF VOICES, WOULD RISE UP IN MELODIC UNISON AND CHALLENGE THE FUTILITY OF IT ALL. AND THE ECHO OF THOSE VOICES WOULD FIND ITS WAY DOWN EVERY ROAD AND EVERY STREET, REMINDING THOSE STILL AT HOME THAT WE ARE HERE, THAT LIFE EXISTS, AND THAT IF NOTHING ELSE, AT LEAST WE HAVE FOOTBALL! AHHHH...

Ok, so it's a bit rosy, a bit romantic, and maybe it is just 22 people kicking an inflated pigs bladder around a patch of grass, but it's also the most popular sport on planet Earth which is justification enough for a spot of purple prose.



Things at Saturn F.C.however have been decidedly less grandiose. Victory Goal was frankly closer to an own goal, and with the match in shambles it took a desperate equaliser from FIFA '96 to redress the balance. Now a late winner is on the cards in the shape of the sensational Euro '96. The astute among you will recognise this as the PC and PlayStation title known as Actua Soccer. However, it's arrival on the Saturn heralds some considerable changes, least of which is its suggestive new name.



With Euro '96 taking place in England this June, the developers at Sega have created what is essentially Actua Soccer 2. Instead of fielding it as an indiscriminate affair between international sides, Euro '96 will stick very closely to this summers cup competition. This means that all the respective groups are in there and that the sides themselves will largely match their present status. Even extra commentary has been added by Barry Davies, picking up on issues that are particularly relevant to the competition.

Actua Soccer was created by Gremlin and wowed people with its stunning graphics and animation coupled with its instant playability. It uses larger sprites than FIFA '96 and early impressions suggest it plays faster too. While there's nothing especially innovative in the gameplay, it's the attention to detail that has provided Actua with a reputation as the best football sim to date. With Euro '96's arrival on the Saturn, this reputation is likely to be further enhanced with improvements in animation and game logic, as well as some extras thrown in to celebrate this illustrious cup competition.




Well cut pitches, that's what you need for a good game of football. And some players of course. And a ball. Fortunately, Euro '96 forgets none of these, and even throws in some extras like a stadium and crowd.





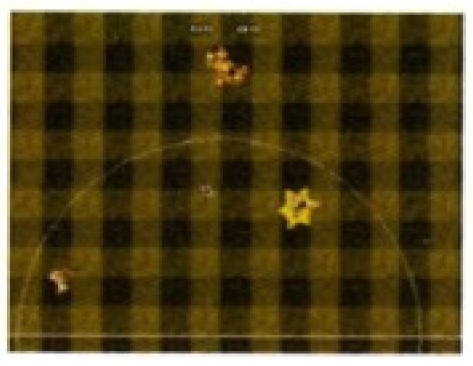


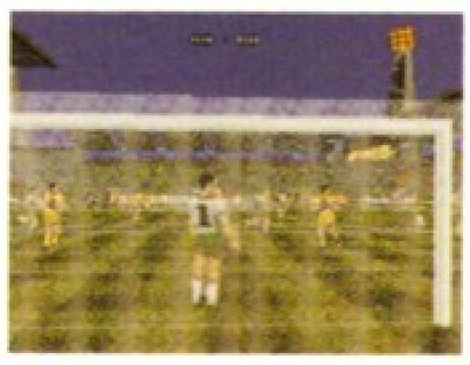
MOTSON OR DAVIES?

Motson or Davies? The ardent football fan has a favourite. Let's look at their credentials. John Motson has a near encylopedic knowledge of football, but his obvious bias towards Liverpool proves irritating in the extreme. Barry Davies, a lot cooler, is the moral backbone of football, recognising its more profound roots. Of course, this is pub wisdom speaking, but if I'm asked to choose between the two, Davies is the man. Likewise with the commentary in Euro '96. Davies' approach is more sedate and sparse and as a result more effective than Motson's in FIFA '96. He might throw in the odd jape at a players expense or get all fired up when the action moves into the 18 yard box, but it doesn't have that sad manic quality that Motson seems to adopt. What's more, in keeping with the continental feel of Euro '96, Sega have also secured the commentary of Germany, France and Spain's great commentators so, if you want, you can listen to the action latino style!









Details like how the goal net looks are as yet still to be completed.

THEY THINK IT'S ALL OVER!

The infamous commentary that came at the the end of England's victory in the 1966 World Cup seems to have rung true. As far as major sporting events are concerned, it's been all over for the last 30 years. Now, at last, a major sporting event has finally found its way to these shores. Euro '96 takes place in June and has a reputation for being the most important football event outside the World Cup. After the qualifying groups have been decided, the top 16 international European sides battle it out for the coveted trophy.

As hosts, England didn't have to qualify, which is a bit of a relief considering the shambles the side has been in over the past couple of years. Playing at Wembley, England are in a qualifying group with Holland, Scotland and Switzerland. The other three groups are headed by Denmark the cup holders, those super-efficient stalwarts the Germans, and the flamboyant, if temperamental, Spanish. The top two teams from each qualifying group go on to the quarter finals where it becomes a knockout competition.



With the revelations of ole' Tel's resignation from his position as England coach immediately following the European Cup, should we see this as his managerial swan song? Or is it an attempt to absolve himself of the blame for a team of dead ducks? Only those magic 90 minutes have the answer. In the meantime, here's a list of the league groups and the dates and venues of each and every match.

MARK 'IM UP!

When one of your players comes into possession of the ball a triangle beneath his feet marks him out and points out the direction he will strike the ball. Nothing particularly unusual about that admittedly. But in Euro '96 , you'll want to keep an eye on that marker for other reasons. When the triangle starts to flash it means you're in shooting range. But the marker also changes shape, and each shape denotes an opportunity. Players with a circle beneath them mean they are ready to accept a pass. If it changes to a square, this means that players are in position for you to cross the ball into the box. If all goes well a player might try a volley from the cross. If the shape changes to a star you have to act fast because it means a chance at a special move has arisen. This might be something flash like a back heel or shimmy, or even an arrogant strike for goal.



While the animation is already looking amazing, Sega are still working on making it look smoother and cleaner.









FIXTURES/GROUPS

GROUP A	W	D	L	PTS
ENGLAND	0	0	0	0
SWITZERLAND	0	0	0	0
HOLLAND	0	0	0	0
	0	0	0	0

ENGLAND V SWITZERLAND
HOLLAND V SCOTLAND

GROUP B	W	D	L	PTS
SPAIN	0	0	0	0
BULGARIA	0	0	0	0
ROMANIA	0	0	0	0
	0	0	0	0

SPAIN V BULGARIA
ROMANIA V FRANCE

GROUP C	W	D	L	PTS
GERMANY	0	0	0	0
CZECH. REP.	0	0	0	0
	0	0	0	0
RUSSIA	0	0	0	0

GERMANY V CZECH. REP.
ITALY V RUSSIA

GROUP D	W	D	L	PTS
DENMARK	0	0	0	0
PORTUGAL	0	0	0	0
TURKEY	0	0	0	0
CROATIA	0	0	0	0

DENMARK V PORTUGAL
TURKEY V CROATIA







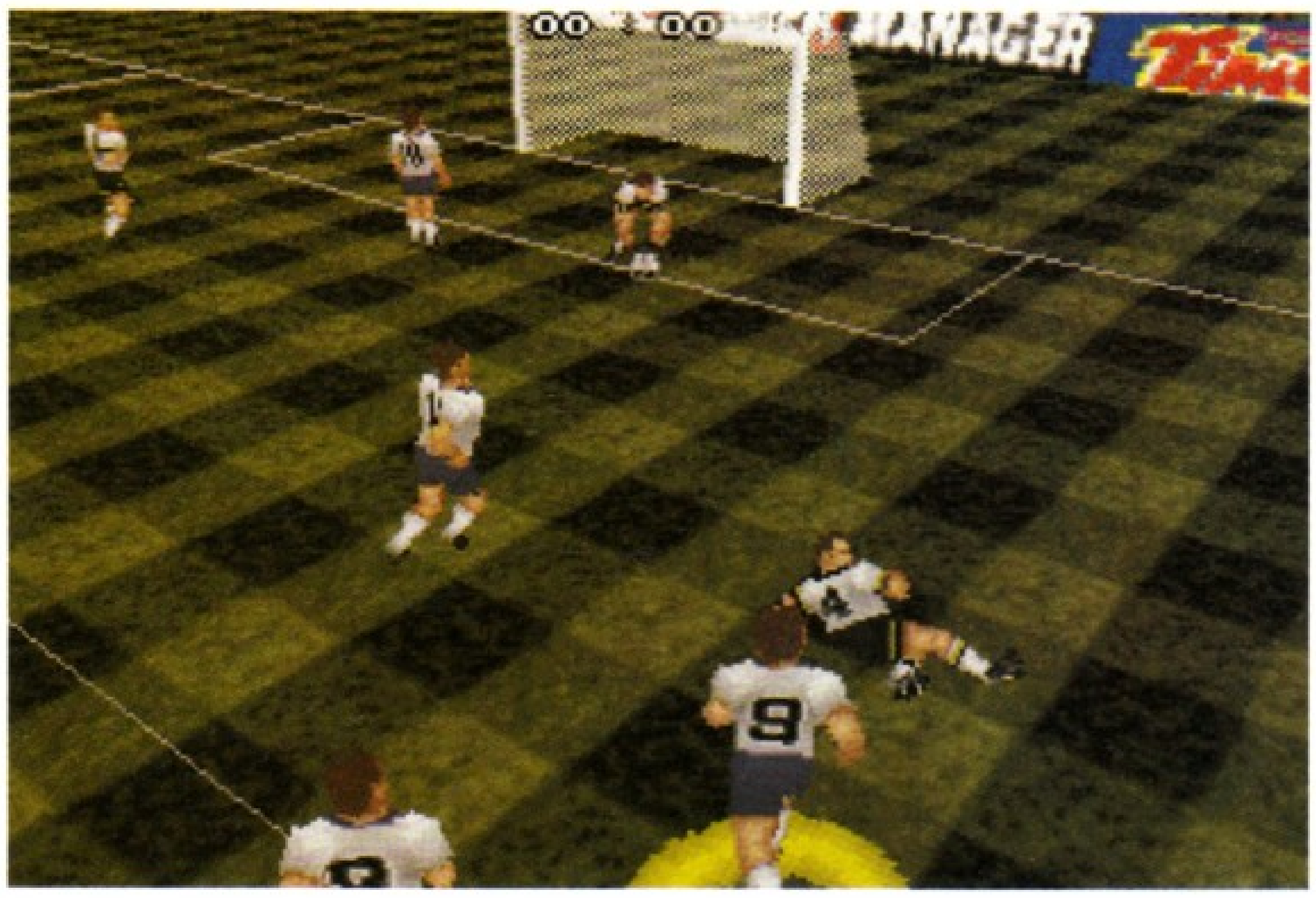
DATES:

JUNE	
Sat 8th:	England - Switzerland (Wembley)
Sun 9th:	Spain - Bulgaria (Elland Road)
	Germany - Czech Republic (Old Trafford)
	Denmark - Portugal (Hillsborough)
Mon 10th:	Holland - Scotland (Villa Park)
	Romania - France (St James' Park)
Tue 11th:	Italy - Russia (Anfield)
	Turkey - Croatia (City Ground)
Thur 13th:	Switzerland - Holland (Villa Park)
	Bulgaria - Romania (St James' Park)
Fri 14th:	Czech Republic - Italy (Anfield)
	Portugal - Turkey (City Ground)
Sat 15th:	Scotland - England (Wembley)
	France - Spain (Elland Road)
Sun 16th:	Russia - Germany (Old Trafford)
	Croatia - Denmark (Hillsborough)
Tue 18th:	Scotland - Switzerland (Villa Park)
	France - Bulgaria (St James' Park)
	Holland - England (Wembley)
Wed 19th:	Russia - Czech Republic (Anfield)
	Croatia - Portugal (City Ground)
	Italy - Germany (Old Trafford)
	Turkey - Denmark (Hillsborough)





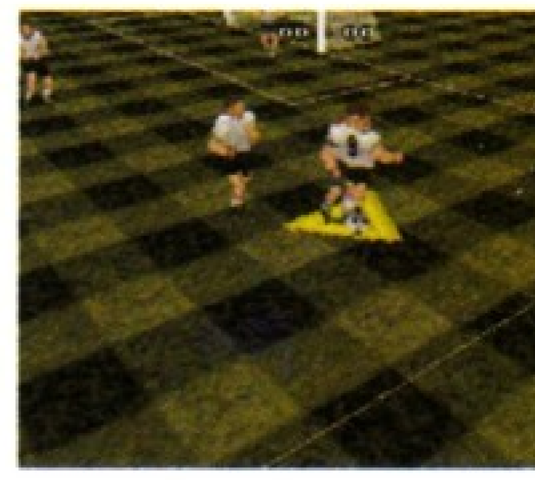












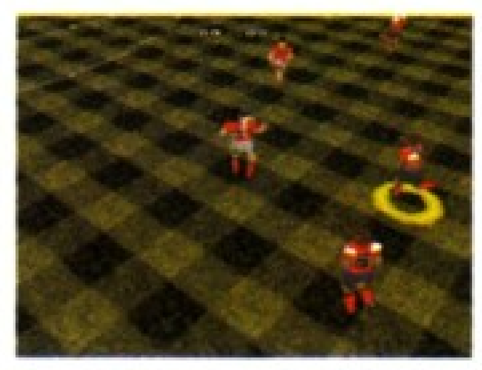


THE TRANSFER LIST

You're looking at the screen shots and you're thinking 'what's so different about this then? It looks just like the same old Actua Soccer.' Well, to begin with, these are screen shots from a version of the game that's about three-quarters complete, the remaining quarter left to do being mainly the cosmetics of the game. At present only 32 colours are being used and this will change to a huge 256! The whole look of the game will go through an overhaul to get all of those Euro logo's in there and of course Goaliath, the lion mascot. Likewise, the animation is still being touched up to supersede what has been seen on PC and PlayStation already. There are now more goal celebrations (12 in all) to take in all of the European eccentricities displayed during a moment of footballing ecstasy. The seven venues for the competition have all been painstakingly copied into the game, and even the crowd chants have gone through an overhaul to make them relevant to the teams playing. It's Sega's ambition that such attention to detail will succeed in conveying the real atmosphere of the competition. One thing though, does this mean that all the stadiums will suddenly grow empty if England get knocked out?



The squads in Euro '96 will be as close to the expected line up as possible. Does that include Le Tissier? Who knows!



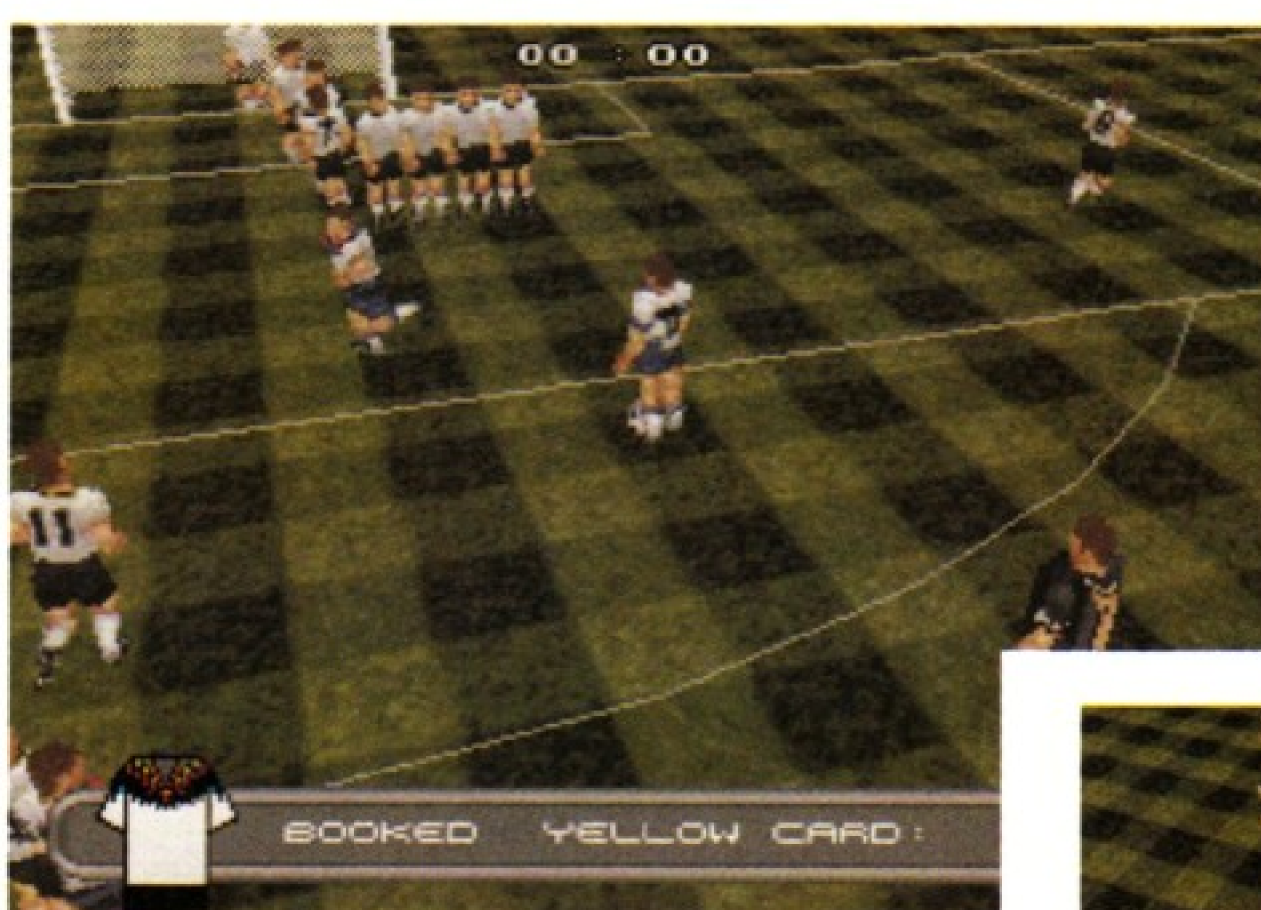








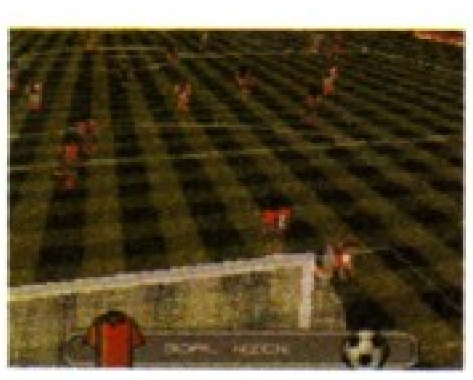


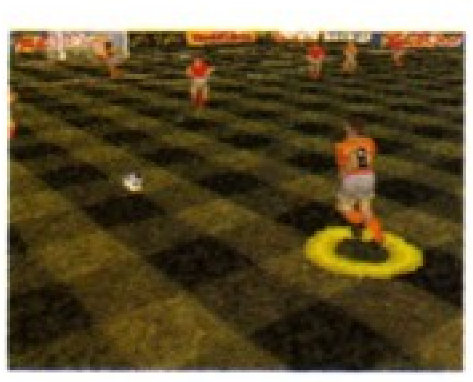


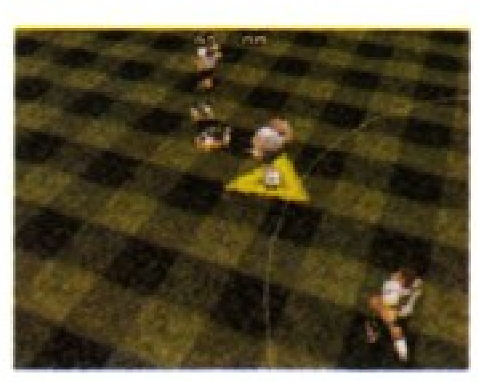
The Saturn version of Actua Soccer will feature more set moves to use in those situations around the box.

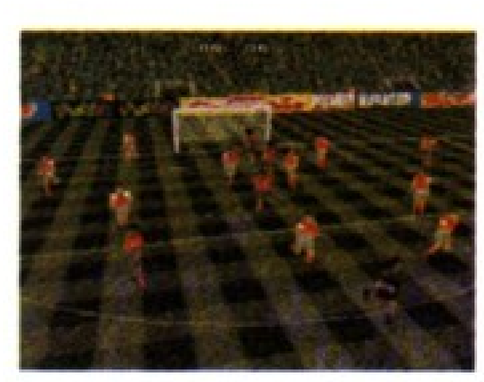


Euro '96 will look entirely different from the usual Actua stat screens.









J'ADORE LE FOOTBALL!

Is football an art form? Well, no, not really. It's a sport. But it does have its poetic moments and Euro '96 ensures they're in there octet, sextet and couplet. Because of the excellent motion capture techniques that have been used to reproduce a players movements authentically, you can see those volleys, diving headers and bicycle kicks in all their awe inspiring glory. Chris Woods and Andy Sinton were used to create the realistic animation and just how effective this has been is seen in even the tiniest details like the swivel in a players arms and legs when he shoots with the outside of the foot, or how he digs his toes in for a chip. It's just a shame they didn't get Ian Wright in there to motion capture some ecstatic celebrations!







Those volatile Spanish take on the cup holders Denmark. Expect fouls and moaning a-plenty!



Each player naturally comes with an individual profile showing their best and worst abilities on the pitch.



















Guy, one of the two characters from Final Fight, demonstrates his spinning kick.



Sagat gets the old Street Fighter character, Birdie, into a devastating strangle hold.







a street fight named desire

Suckers these days are all coming from the pocket ya know? What happened to the noble art of beating the crap out of someone with your fists eh? Or doing them with a swift boot to the jaw? With the arrival of Street Fighter Alpha, ROB BRIGHT parties for his right to fight.



STREET FIGHTER ALPHA WARRIORS' DREAMS

Put on those rose tinted glasses, sit back and exhale a long and longing sigh for those good old days. You remember them don't you? That cornfield coloured past when we all danced in the golden sunlight, felt the gentle whisper of a breeze about our innocent souls, and played Street Fighter II in endless tumults of ecstasy! Ahh Street Fighter II! The game that started it all! The grandfather of the one-on-one beat 'em up! Oh, and now it's all over! All gone! Falling eternally into the darkening past! Blub! Blub! etc....











Ok, now take off the glasses, rub your eyes, wake up and smell the coffee! The days of wonderment playing Street Fighter II are over. That mantle now belongs to Virtua Fighter 2. But listen up nostalgia junkies, true legends never die! They might go through an horrific metamorphosis now and then — Street Fighter: The Movie for example — but their spirit survives. So faithless heathens, hear this! Street Fighter is back, and this time there's no crappy Van Damme-Minogue double act or a Blanka that looks like Max Wall! With Capcom back in the driving seat, the latest Street Fighter instalment, Street Fighter Alpha, looks set to bring back the glory days.

First a quick recap: Street Fighter the original only ever appeared on the arcade. Fans had to wait until the conversion of the long-awaited sequel before they could play it in the comfort of their own homes. Street Fighter II was a huge success on console, something which led Capcom to release a variety of upgrades in quick succession. There was Street Fighter Championship Edition, Street Fighter Turbo and then Super Street Fighter which came with a gaggle of new characters. Eyes began to narrow in suspicion of Capcom's integrity. Cashing in on popularity? Well, yes, although it's fair to say that each new version did bring with it genuine improvements.

On the Saturn of course, we've seen none of these incarnations of Street Fighter II, and aren't likely to either, which makes the arrival of Street Fighter Alpha all the more welcome. But first the bad news: the new challengers that appeared in Super Street Fighter are nowhere to be seen. In fact, even some of the standard characters from Street Fighter II have been given the boot. Bye bye Guile and Vega, au revoir Zangief and Blanka, see ya >>



New guy, Nash, lets the old hand, Adon, have a taste of his Guile-esque sonic boom.



Ken is back again, still using that infamous dragon punch to put opponents in the dust.









>> Balrog old chum! In their place comes a mixture of the old and the new. From the original Street Fighter game, Birdie and Adon make a comeback, along with two renegades — Sodom and Guy — from that other Capcom classic, Final Fight. There are also two all-new characters in the shape of Nash and Rose, both of which display more than a passing resemblance to famous Street Fighter II stars, Guile and Chun Li.

What these changes mean in short, is that there are now four new characters and four new fighting styles to master and oppose. The revamp doesn't stop there however. You'll notice from the screenshots the bar running along the bottom of the screen beneath each character. This is a power bar, and when it's sufficiently charged up you can unleash a super power move on your opponent and sit and gloat while it takes devastating effect. There are three levels of power to make use of, and when you reach full power on level three, a super move using all three punch or kick buttons will leave any opponent reeling. There's also the super move finish which consolidates an opponents humiliation by slowing down the fatal blow and sending the screen up in a lightning explosion! Ahhh, happy days are here again!


No style, no finesse. Birdie is simply a huge thug with a chain and a bad haircut.


Ryu executes that famous spinning kick on Nash. The later though still has level 3 power.






In Street Fighter Alpha there is the option to select turbo speed for extra quick bouts.





NOW CLASS, I'D LIKE YOU TO MEET

Come on now, don't be shy! We're not going to bite you! Instead we're going to punch you very hard in the face or maybe break your legs with a sliding kick to the shins! Come on people, stand up straight, don't dilly dally! You there! You, the brick-privy with the ridiculous Mohican! Introduce yourself!

BIRDIE: You know that infamous psychopath that always used to loaf about the edges of the playground smoking crack? Well, this is his dad! Carrying with him a handy chain, Birdie takes his fighting style from favourite pubs like The Beer and Spillage. When he's all charged up, he pulls off an aristocratic head-butt. He also grabs opponents with his chain and swings them around for a while. Just for fun you understand!



ADON: This nimble chap has no fireballs or sonic booms to boast of. Instead he uses hand to hand, or rather, leg to leg combat, employing his kick-boxing skills to full effect. He can leap huge distances to execute a flying kick and of all the characters he probably has the most lethal range of combinations. This is made all the more powerful by the fact that his super moves are combinations as well. So don't make any jokes about his cheesy grin.



SODOM: And indeed he does, sod 'em that is. Sodom is one of the defectors from Final fight in which he played the part of a particularly nasty boss. He hasn't mellowed either. His weapons - a sai carried in each hand - are used for stabbing and general impalement. If that gets a little boring for him he's likely to execute the odd throw or drag his opponent along the ground for maximum chaffing effect.



GUY: Despite the name, Guy doesn't own a chain of health food stores or run a hair salon. At least, not as far as we know. Rather, he wanders about practising his psuedo-ninja techniques on any willing victim. He's very fast and agile and his gymnastic expertise enables him to somasault into throws! His super attacks see him perform a multi-hit combo and a uniquely majestic aerial attack. Don't mention ballet dancing to him though.



NASH: Nash is one of the fresh faces in Street Fighter Alpha. He sports a large blonde quiff and a pair of geeky specs, but there'll be no flushing his head down the toilet. Those ready to gripe about Guile's departure, gripe no more because Nash is in fact remarkably similar to him using both sonic booms and flash kicks as his special moves.



ROSE: Another new face, Rose shares some of Chun Li's characteristics, mainly in the speed and agility department. She is bigger built than Chun Li though and has a few cunning moves up her sleeve. One of them is the ability to reflect projectile attacks making her very handy if you're facing someone who does nothing but send fireballs your way. She also flicks opponents with her chiffon blouse and throws the odd fireball.



SIGN OFF

Do you remember on that rickety old Street Fighter II how, when you won a fight, a red light would mark off the victory at the top? Oh well, I suppose it kept us happy at the time. Of course, Street Fighter Alpha doesn't simply tell you that in the last bout you were victorious, it offers up a little symbol to tell you exactly what kind of victory it was. A simple 'V' means it was standard and boring, an 'S' means it was a special move finish, an 'S' with a star means it was a super move finish, and there's even a piece of cheese denoting those victories that were accomplished by particularly sly and predictable methods!

Here comes the sun little darling! It's a super move finish in effect!







COUNTER CULTURE

A new move available to each and every character in Street Fighter Alpha is the 'Alpha counter'. You know how it is, there you are constantly blocking while your opponent unleashes a seemingly endless onslaught, and all the time you're wondering how in the name of cripes you're going to turn things around. Wonder no more suffering friends because the Alpha counter enables a player to turn a block swiftly into an attack with a simple pad combination, something which is ideal for getting you out of those tight spots.













This match up sees the grinning Adon take on the super geek, Nash. Play nicely chaps.

You'll notice that the lithe figure of Sagat has taken on some considerable bulk. As far as his moves go, things are identical to SF II.







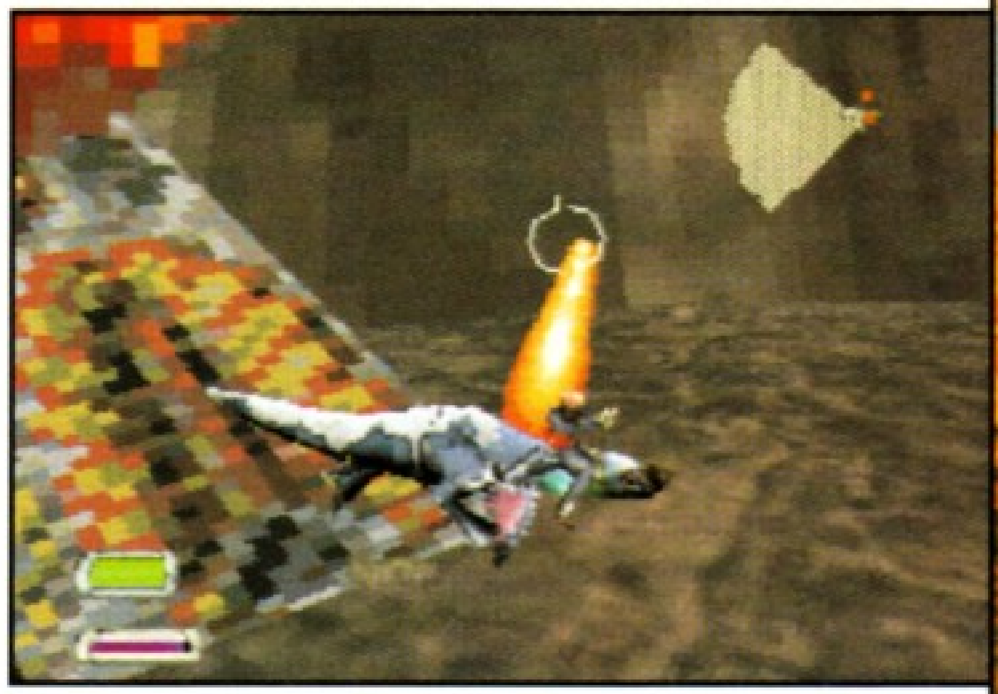
GOSH, IT'S GREAT TO WORK ON SATURN MAG. WE GOT TO PLAY PANZER DRAGOON ZWEI BEFORE ANYONE, AND NOW WE'VE BEEN TREATED TO A MORE COMPLETE VERSION OF THE GAME FEATURING THREE MORE LEVELS THAN ANYONE ELSE HAS SEEN (EXCEPT SONIC). AND JUST BECAUSE WE LIKE YOU, AND WE GET PAID TO DO THIS SORT OF THING, WE'RE GOING TO GIVE YOU A QUICK TOUR AROUND THE ALL-NEW BEAUTEOUS ENVIRONMENTS OF THIS SERPENT'S TALE.
HANG ON TO YOUR SADDLES, LIZARD LOVERS...

Up the Drago

Stage one

This is the stage everyone's seen so far. Your baby dragon kicks off the game with only stubby vestigial folded-away wings. Much like Orville the Duck, the desire to fly is present although the ability is not. This makes it slightly tougher to avoid and destroy the enemy gun turrets perched atop the peaks and buttes of the terrain, but it does give scope for some amusing cowboy-like shoot-outs with similarly mounted foes. Halfway through the stage your pair reach a cliff edge and, depending upon your choice of direction, draggy spouts wings for either a short glide to the valley below or a long-haul flight of doom through the airship fleets of the enemy.







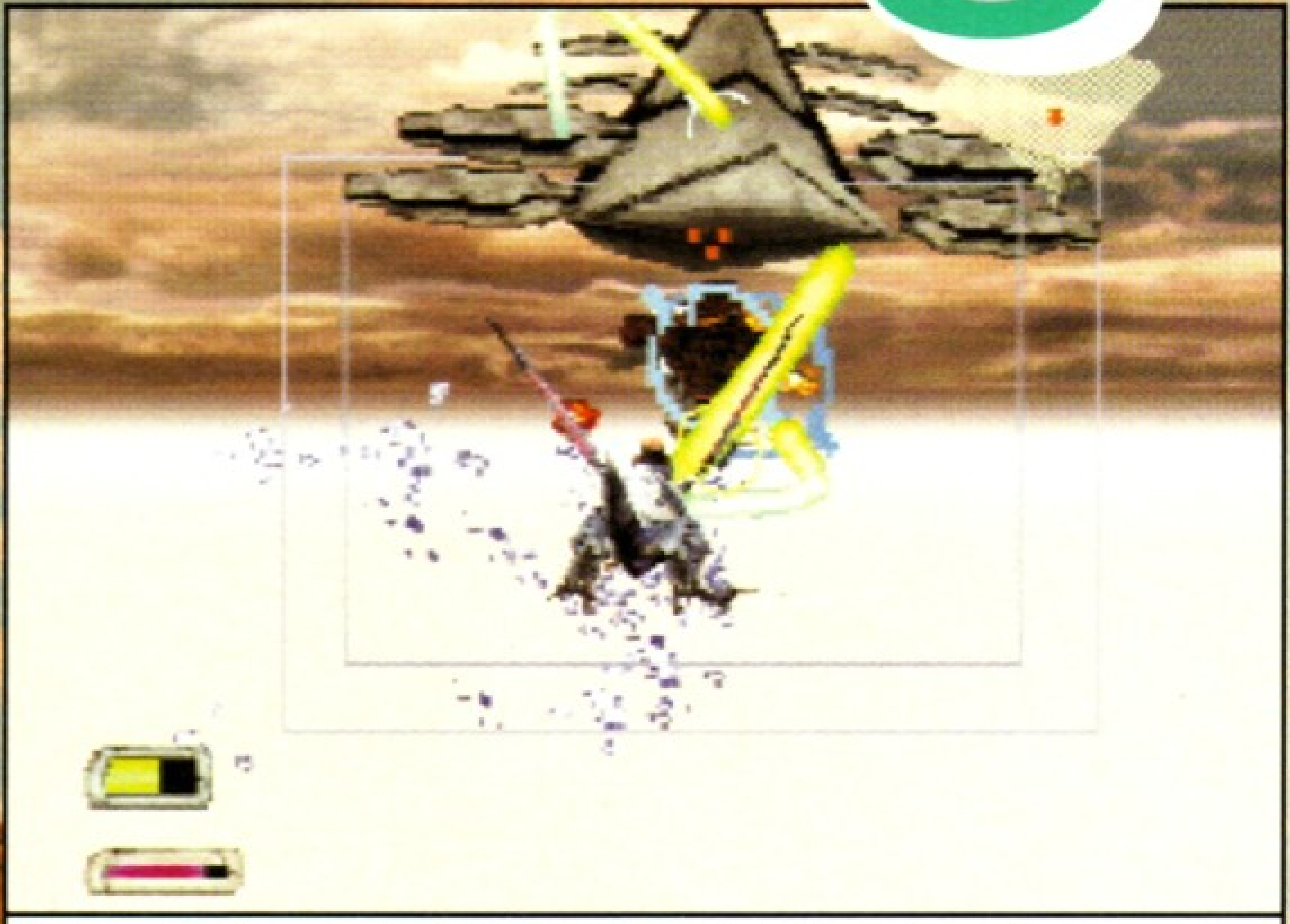




I wish I could fly, right up to the sky but I can't. You can't? I caaan't.







Fly dragon, fly right up to the sky! You can! You can! And whilst you're up there, prepare to take on the equally lofty hordes of the demon enemy.





Stage two

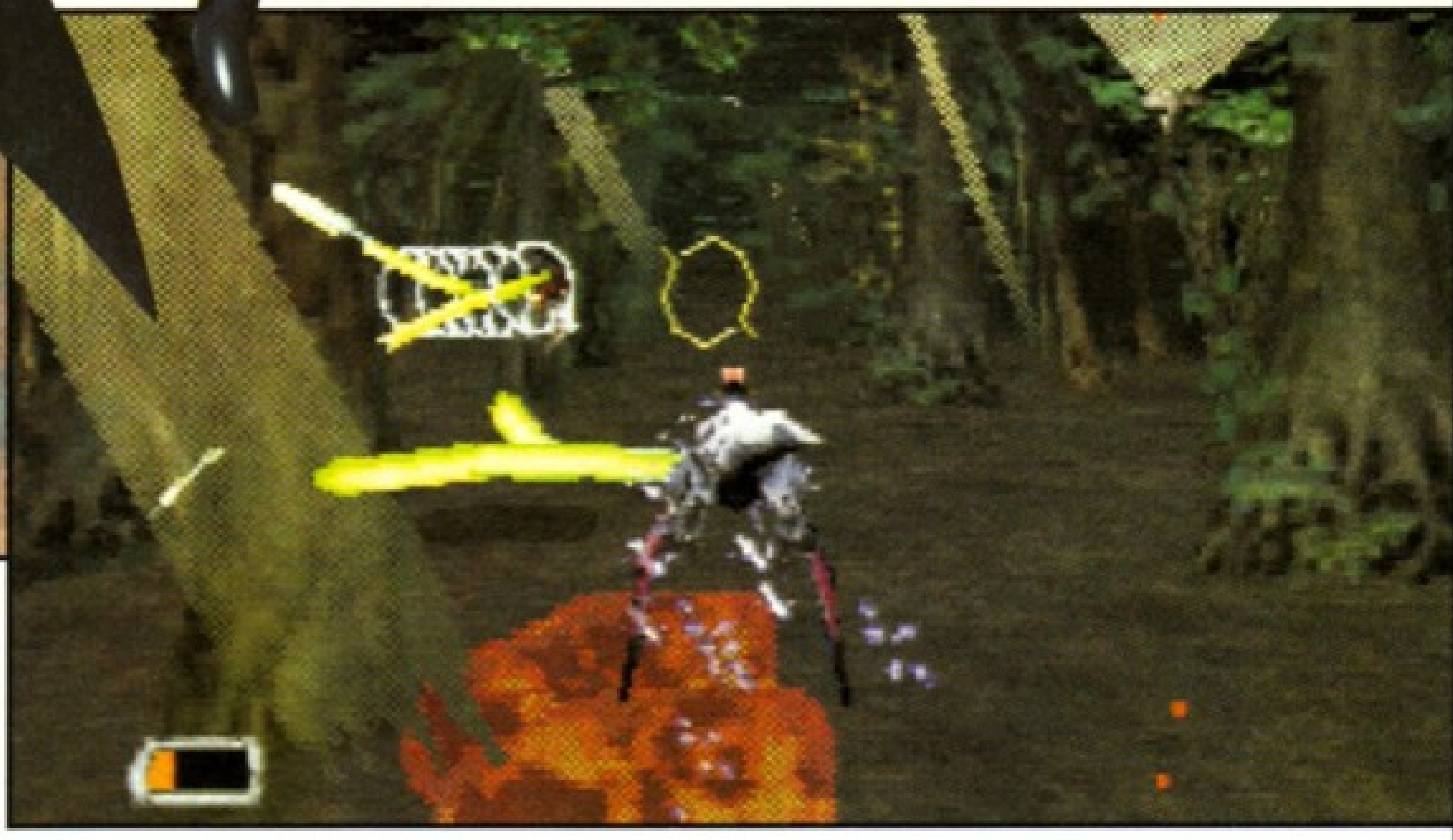
Whoever these terrifying invaders are, they're certainly tooled up well enough. Their air force is definitely something to be reckoned with, as is demonstrated in this stage. It's high altitude action all the way as you and draggy breeze your way through battalions of sailing aircraft. Although destroying the enemy is like shooting really really big fish in a small barrel about the size of a household bucket this stretch of the mission is made much harder by the sheer volume of unfriendly fire blasting all around you. More a case of avoiding as much damage as possible as opposed to inflicting as much damage as possible, you'll have a hard time achieving the coveted 100% strike rate as you snort and whinny like some kind of flying eel through the barrages.



Stage three

A more eerie and atmospheric level. Stage three is set in the thick of a tropical forest. Strangely enough, this means you're surrounded by trees, which provide excellent cover for your foes. The tricky lighting means you've got to keep an eye on the radar to track each threat properly, and the harsh woodland throws in as many navigational hazards as it harbours aggressors. But this is also one of the most beautiful Panzer stages going. The graphics are absolutely lovely, enhanced by groovy effects such as the shafts of weak sunlight filtering through the gaps in the leaf canopy. More of a work of art than a video game. Although perhaps that's a load of rubbish.

oners!





This is one of the prettiest Panzer levels ever. The lighting is gorgeous.



Luckily for the Forestry Commission, these giant trunks are indestructible.

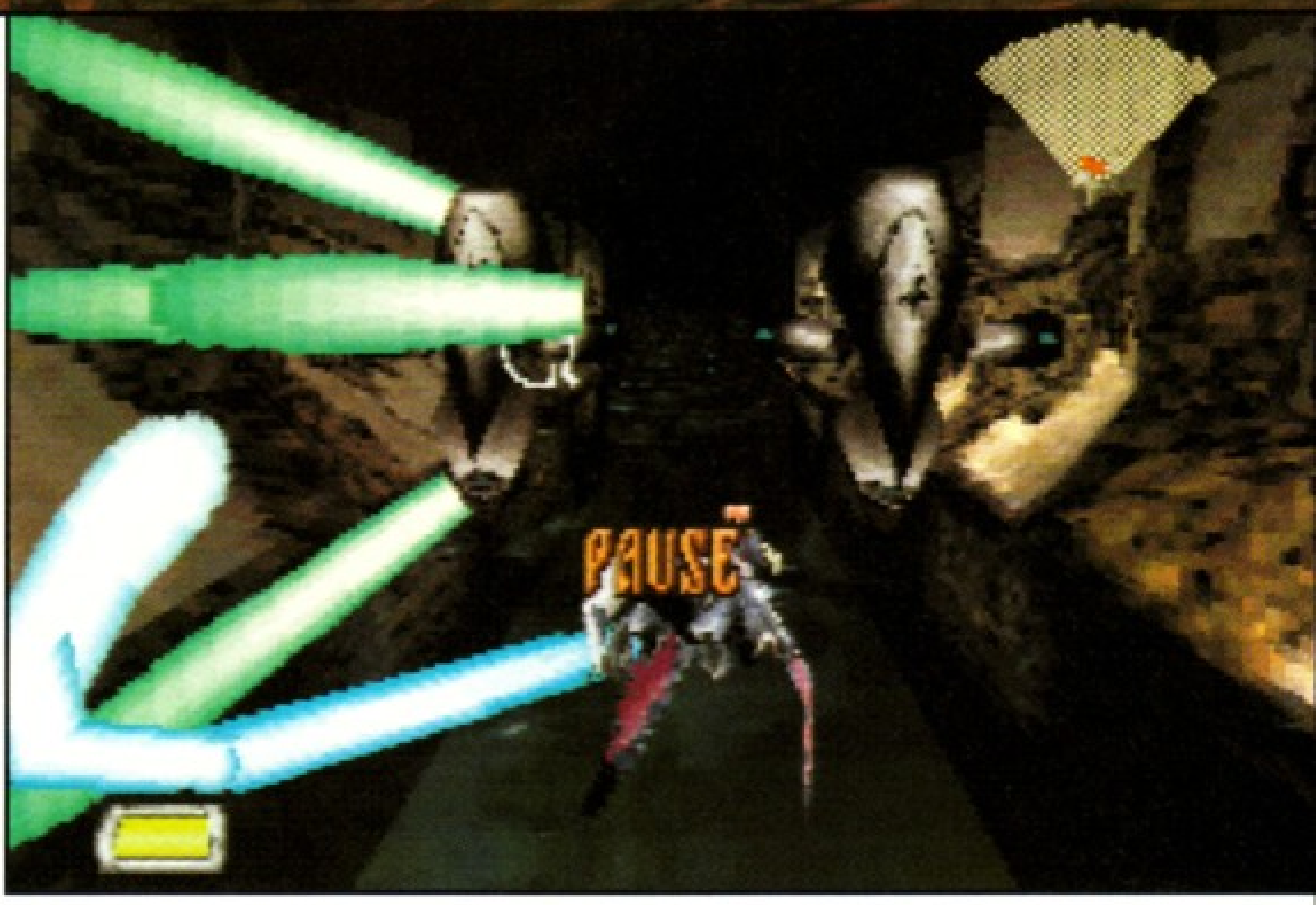






Stage four

Flying a dragon has one real advantage. Making you look really cool when you scream into the pub car park. And actually there's a second advantage – total mobility. Until you reach stage four, sadly, which takes place in a dark and damp tunnel not unlike the one linking the UK and France. But without any trains. Or duty free at either end. And, luckily, you're not going to get caught up in a Passport Control sub-game either. In fact, it's just more blasting. But the confines of the tunnel mean you don't have half so much room to manoeuvre as you'll by now be used to. Obviously this makes it easier for those not on your side to take a good shot at you, so try to take them out as early as you can to prevent their fire from filling your vision (and then killing you).



Of all the foes you face in Panzer Dragoon Zwei, the deadly PAUSE motif is the most fearsome. Actually, that's not very true. But look at those pretty lasers. Nice aren't they?





Ooh, it's a scary underground sewer tunnel level. My poor heart.



As usual, the aim of this stage is to kill everything that you see.



The obelisk to the right here is inscribed with a useful piece of information. It could be a clue as to what to do next, or instructions on how to perform a special move. Anything, really. Read all obelisks for top results in Thor's game.

There are all kinds of treasure chests in Thor, with varying qualities of booty inside. The big red ones (as seen above) contain extra weapons, such as bows and staves, to add to Thor's arsenal. Others harbour food, keys, magic gems, spells, and all manner of other gubbins. Red ones and black ones are the best. Just like Fruit Pastilles.

All waterways in Thor run, like lots of water in real life, following a current. The drag of this current makes it harder to control Thor (obviously), and can lead to some tricky scrapes in combat as you try to position your plucky Arab only to have him washed away by a stream. Run through the eau to avoid the worst tidal excesses.

Arabian knight fever



Gaze upwards and you'll notice a gaggle of giant mutant rats. It's easy enough to avoid confronting this particular group. Just don't read the sign in the middle of the room which warns you about them. Then they don't appear.

The story of the Story of Thor was best described by Madness in their 1980 hit Baggy Trousers with the words "Baggy trousers, great big sword/ Adventuring around a strange fantasy environment invaded by an evil marauding horde". We catch his new adventures...

Since Sinbad, the last Prince of Arabia, cleared the countryside of skeletons, dragons, cyclops' and Tom Baker, things have remained pretty quiet in the Valley of Horrors. But with Sinbad now a wrinkled old codger who can barely point himself in the right direction for the toilet let alone fight off the ravages of monsters the kingdom needs a new protector. And that protector is you, youthful Thor, a strapping young lad, typically blonde and pale-skinned for the roasting hot sun-fried region. Well, it doesn't seem to matter that the main defence of the realm is a poncey kid who'd look more at home in the line-up for Boyzone than the army when you've seen neither hide nor tentacle of any monster in the area for the last thirty years. Well think again, you lily-livered sandniks, for the last thirty years, I – the deposed Nemesis of the Valley of Horrors – have been planning, scheming and creating, awaiting my triumphant return. Haha, you modern Arabians have been spoiled by your easy living and new-fangled ways. You are powerless against the Old Magic, and this is my domain, I, Warlock Ray Harryhausen! I have no need for Silicon Graphics technology when my armies of stop-motion animated demons judder along their path to war. Fools! How can you kill what is made of clay, born of the dead earth of Earth?

And once Arabia is mine, I shall stoop to conquer the realms of Industrial, Light and Magic. Kwa-ha-ha-haaa!

But of course this wouldn't be any fun without issuing the customary challenge to you, feeble adventurer. My legions are in place, baggy pants, and if you want to save the miserable lives of your human compatriots now is the time to seek me out in my lair – if you dare!!

AND NOW A WORD FROM SATURN MAG

Hello there. Of course, proper Sega players will know that this isn't the first time Thor has been asked to save the lives of his neighbours. The Story of Thor, his first outing, was released on the Megadrive about a year and a half >>

>> ago. The basic premise of the game remains similar. It's an action RPG, which means whilst there's a great deal of wandering around and puzzle solving, it's all done through an action character interface, allowing plenty of scope for combat (of which there is lots) and laying as much importance on joypad skills as IQ. Nearly. For Thor players can expect a lofty level of intellectual challenge from this game. That doesn't mean you'll be asked questions on your specialist subject or hard sums or anything. It's just that in order to get anywhere you've got to use a bit of lateral thinking, and try a few things that you'd normally think of as cheating a bit, such as using enemies as platforms and the like. But, following the normal pattern for RPGs, you can't just sharpen your sword and wade in against the marauders. Oh no. First, you've got to find the magic elemental spirits (detailed elsewhere in this Showcase) who aid your progress with their magic elemental prowesses. Only then, fully allied, are you ready for the main mission. But, because it's an RPG with a big map you're free to explore any time, it is possible (like in the first game) to get into the action with only a paltry couple of elementals instead of the full complement. And then you'll die.

Thor, whilst still awaiting translation from the Japanese for this country and America (and the rest of the world apart from Japan, presumably) is just about finished, and it looks pretty corking already. The graphics aren't totally groundbreaking, for sure, but there's plenty of visual effects on offer and the main in-game ones are lovely and detailed. Whether the challenge and quality of the game live up to the promise of the pre-production version remains to be seen. Rest assured we'll bring you full details concerning its quality in a future issue. Probably the next one, in fact.






Fighting is wrong, yet still monsters persist in perpetuating the cycle of violence. Kill them all, that'll show the pesky blighters. Kill two of them here.







The picture to the left shows Thor's village chief lamenting the strange and fatal illness which has suddenly befallen his daughter. Luckily your little pixie has powers of healing, so you're able to awaken her. And then everyone likes you and you can go back to fighting monsters without receiving any thanks at all from anyone.








Hard thor

Thor isn't just the Protector of Arabia because he's friendly with a couple of fairies. In fact, despite his hair, he's quite tough. Especially with his sword. For unlike other RPG characters, Thor studied at the Streetfighter School for the Arabian Martial Arts, where he learned the ancient lexicon of Special Moves. But he's a forgetful one is our Thor, and sometimes he needs to consult the carven obelisks littered around the game for tips on how to perform them. Some obelisks (with the acest tips written on them) are hidden away in tricky secret areas, and they're well worth seeking out. But for you, the prospective player, here's a quick rundown of Thor's staple manoeuvres.

STAB: Press the attack button quickly and Thor jabs his sword out. Doesn't do lots of damage, but you can quickly repeat the process.
SLASH: Keep the attack button held momentarily before release for this more potent swipe, which decks most opponents, but doesn't kill many.
JUMPING KICK: Airborne enemies, and tall ones, and ones climbing walls, and some other ones, are particularly vulnerable to this quite weak attack. Run towards your enemy with a double-direction-press and attack. You'll run your foe straight through for multiple hits, ending in a harsh slash.
SOMERSAULT HACK: Pull off a kind of Sonic Boom movement for this action. Good for avoiding attack whilst causing serious damage, but hard to make it connect.
SMITE: Whirl the joypad in a circle and hit the fire button and Thor exhibits the most powerful attack in his arsenal, spinning his sword around in an arc and decking anything in its path. Causes fair damage (although not loads), but very useful for getting out of a corner.

Serving spirits

Thor isn't exactly defenceless. In fact, he's a bit tasty, if you know I mean. Put it this way, if you spilt his pint of sand juice you'd be well advised to get him another one in sharpish. Unless you're a big skinhead, in which case you should check to see if he's with his mates before laughing at his wet kecks and calling him a girl. For Thor's pals are fairies. Now if someone told you their best friends were fairies you'd probably avoid them anyway, ever keen to avoid a potentially dangerous nutcase. But Thor's friends are *real* fairies, that he's found at the bottom of his garden. Don't laugh – it's *true*. The initial thrust of Thor's quest is to find the six elementals whose magical powers are essential to Thor's triumphant progress. Each elemental is imprisoned by the evil minions of Harryhausen, and once freed remain the loyal servant of our hero. Being naturally shy his cohorts stay out of view until his magic armlet shoots a Summoning Bolt against the element which corresponds with the elemental required (ie water for the Water Spirit, a hole in the floor for the Shadow Spirit) Each elemental is equipped with three magic functions. Two of these are generally attacks, with the third being a unique skill, such as healing or stretching though gaps. But the thing with fairies is that they're magical creatures, and require a steady supply of spiritual manna energy to maintain their corporeal presence. Luckily Thor has a blue bar full of the stuff, and is only too happy to share it around. Simply having an elemental escort costs manna, and using their powers costs even more. Once all your manna is gone the elemental disappears. But once your elemental disappears your manna returns to full power, allowing you to summon them again! Hooray for the fairies!

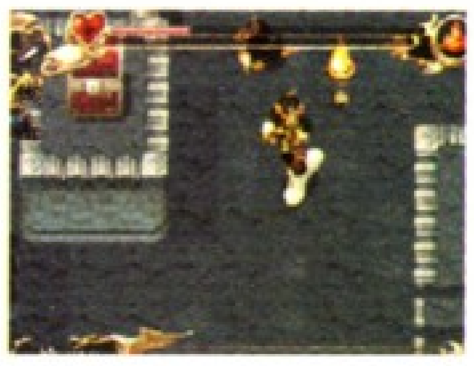
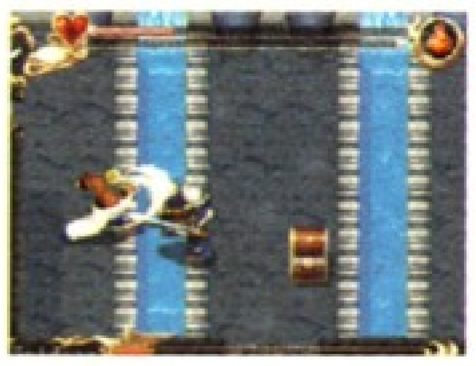












Family thor tunes

The music in Thor was written by none other than Yuzo Koshiro, also responsible for the soundtracks featured on Streets of Rage 1,2 and 3 and Shinobi on the Megadrive. He's a popular man in his native land, where his CD remixes of game music sell strangely well. For Thor he's gone all John Williams and written a classical-sounding score to enhance the fantasy atmos. Well done, that chap.




The bosses in Thor are as ugly as they are gargantuan. Each has a number of attack patterns and takes a lot of damage before, like Undine here, kicking the bucket. But as with most games bosses there's always a workable system to their downfall.








...and out come



the wolverines

I am the X-Man, I am the X-Man, I am the walrus, sang the Beatles, thus pre-empting Stan Lee by a good five or six years in his creation of the mutant superhero phenomenon. Now Capcom reinvent those Sixties Marvels in their latest beat 'em up. Homo Sapiens Superior's own RAD AUTOMATIC checks the SP...

Hi there, kids – I'm Slackarso, leader of the Generation X-Men. We're a superhero team who use our amazing mutant abilities to avoid getting proper jobs. My uncanny powers of Low Budget Video Title Retention allow me to effortlessly namecheck any crap film, thus assuring me regular assignments hanging out at video stores patronising the customers and talking to my friends behind the counter. One of these is Conspiracy Kid, the boy who believes the CIA and aliens are behind everything that happens. His knack of finding a sinister plot in even the most mundane of events – such as catching a bus – make him invaluable to our cause. Especially when combined with the might of Brady Broad, girl with an encyclopedic knowledge of all Seventies TV programmes. The way those two can spin a yarn about how Kojak's shiny bald head was used to reflect subliminal imagery into millions of homes has to be seen to be believed. The team is completed by Perpetual Student Lad – currently majoring in The Effect of Cartoons on the War on Drugs – and Tokenwoman, who doesn't have to work because her daddy says it's ungainly actually.

Together we make the most awesome inactivity force known to man, ceaselessly ceasing to apply ourselves. And what's the secret of out power? Just what is that elusive X-factor? Why, cable TV and Sega, of course, without which our mutual quest to not leave the house would undoubtedly pose an uphill struggle. But what do a bunch of superheroes do when it's time for some real action, when the chips are down and the world needs saving? Why hell, we plug in X-Men Children of the Atom and let those supervillainous pusbags taste some real power. And after that we drink coffee and talk about how Star Trek was a thinly-veiled Stalinist manifesto, displaying how all those capitalist countries (represented by aliens) who oppose the equal community (represented by the Federation) would be crushed by the supreme forces of Communism (the ironically-titled Enterprise). >>





I once saw a Spiderman And His Amazing Friends with the X-Men in and they fought Juggernaut in that, too. Wolverine got his claws stuck in a brick wall, which was sad.







Each character runs through their own little animation routine before a bout begins. Iceman's is daft. He appears from inside a block of ice in the shape of the word ICEMAN. That's just being plain silly.







YOU SAD MEN!

>> Hey – come back! We haven't got to that bit yet. First we're going to help you, the honest citizen, familiarise yourself with the super-make-believe world of heroism we inhabit. Some of you may already be familiar with the basic mechanics. The idea is you, the heroic player, take control of one super-being and take him (or her, equal opportunity chick-fans) into single combat against another super-type. Once you've beaten all the other superpeople in town you're declared Monarch of Peace and Justice. But this isn't like most other one-on-one combat simulators. Whilst martial arts play their part in the fisticuffs action the success or failure of your character in combat is mostly decided by your aptitude with handling their mutant powers.

See, this isn't like ordinary beat 'em ups. As us Super Slackers know only too well, with great power comes great destruction potential. Nowhere is this more evident than with the Create a Combo law. It's a new Capcom function, and X-Men is the first title to be given the benefit. Create a Combo allows the player to just make up combos as they go along. None of this follow-a-Dragon-Punch-with-a-Spinning-Bird-Kick business for those martial arts Bushido dudes. As long as your opponent is vulnerable it's up to you to keep them that way, using whatever moves you feel necessary or applicable. This makes combat more fluid and allows you to think on your feet a lot more, although it takes out a certain long-term strategy element and does open the doors for some cheesy multiple-hit mania.

SOUNDS X-TASTIC!

The sheer scale of devastation potential carried by these combos is demonstrated by the environments in which you fight. True to their comic book counterparts (reading comics is also a big part of the Generation X-Men's battle plan) the backgrounds for each level are susceptible to being totally demolished by liberal use of super powers. Each level is taller vertically than horizontally, and it's possible to access new backgrounds by smashing through the weak floors of the stage you're on. Whilst the pair of you plummet to the next level down there's a good opportunity to get in a couple of good hits, with projectile weapons or special moves, until you both land. This tall horizon allows for more height scope too, utilised by the Super Jump function. What's good about the superjump is that it sounds really swish but is in fact quite plain. Once your character has jumped into the air, quite a height usually given your special mutant heroic powers, it's possible to tap Up on the D-pad and jump again in mid air! Obviously bigger, bulkier characters with low jumping prowess don't get the full benefit, but lithe dexterous characters like Wolverine can reach some awesome heights. This is particularly useful for dodging projectile attacks, or surprising a foe off the floor.

Now the quicker ones amongst you may have noticed some unusual references to projectile attacks. How could one smite an opponent with a projectile attack whilst falling at different speeds? Why use a double jump to dodge a projectile? Well, true believers, the answer lies in Capcom Vector Theory. A dead cert to reach other Capcom beat 'em ups in the near future, this little feature revolutionises the use of long-range attacks in fighting games. Simply put it allows your character to fire their energy attacks in any of three directions. The basic D-pad manoeuvre for the move remains the same, but the punch/kick button used to activate the attack determines whether the bolt is loosed diagonally up or down, or straight ahead as usual. And, even better, you can use any projectile in any direction whilst jumping. That's the benefit of super powers for you.

X-MEN IS REVIEWED ON PAGE 70







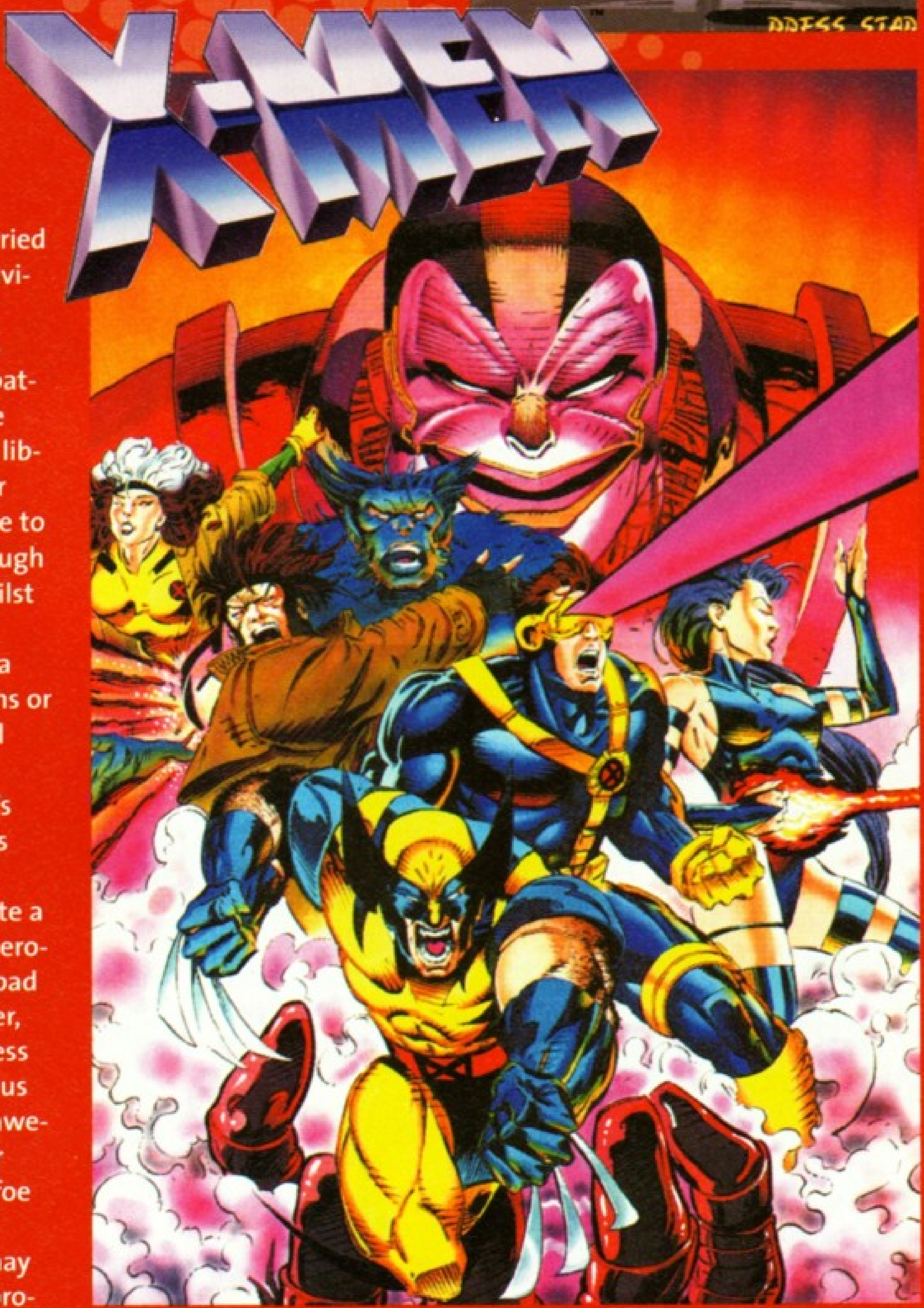
Silver Samurai and Wolverine are mortal enemies. But then, everyone in this game and Wolverine are mortal enemies. Even his friends. He'll just fight anyone, that lad.



Cyclops is one of the best characters in the game thanks to his Optic Blast power. But he's also pretty tasty close-up in a spot of fisticuffs. So pick him.















If you gaze to your right you'll see a number of attractive-looking pictures of the X-Men and their enemies getting ready for a bit of argy-bargy. These stills from the attract sequence are interspersersed with demos of the many gameplay features awaiting your eager joypad fingers. Sadly though, each frame is only on screen for about one billionth of a second. So perhaps you should video it and watch it in slow-motion if you'd like to get a better look at the real thing.



This is Cyclops' Super Optic Blast X-power. Sadly for Cyclops, Silver Samurai has blocked it. That means no sixteen-hit Super Finish for him, oh no.





This pair are plummeting to the next level down after smashing the floor to bits.













These destructible floors really enhance the full-on comics-like environment trashing action. Plus they're an extra tactical consideration to play around with.



THE X-MEN

Wolverine

Short and aggressive Canadian bloke with big sidies. Sidies probably more offensive than the six razor-sharp Adamantium claws protruding from his hands, which whilst able to cleave through anything, at least don't make him look like a ridiculous Seventies throwback. Still, he's one of the best characters in the game thanks to his incredible speed and combo potential. Special moves lacking, however.



Psylocke

Hooray! It's a British character! And she's a... er, a psychic ninja. Oh alright, it sounds a bit far-fetched, but it's true. Given her mistressy of the martial arts combined with her glowing Psychic Blade Spin (a kick of horizontal Dragon Punch) and Psychic Flash (equally mind-melding energy punch) she's a force to be reckoned with. She's also the fastest character in the game, if that counts for anything.



Cyclops

The original X-Man and possibly the most boring super-personality in the Marvel Cosmiverse. Not that his powers are boring. His incredible Optic Blast concussive power attacks are ace, and can inflict some mega damage. But he's really wishy-washy and a proper authoritarian. You get the feeling he really would have liked to have joined the army. Or been an accountant.



Iceman

The jovial prankster no superteam is complete without. That is to say, the pain in the arse no superteam would hesitate to get rid of if their superpower was, say, Being Good At Languages or something. But he's the master of ice, able to freeze the moisture in the air and use the resultant frost in any way his imagination suggests. In the game Iceman has severely limited personal combat skills, but his special moves (Ice Beam and the giant ice boulder called the Ice Avalanche) are great.



Colossus

A big hulking Russian who turns himself into an invulnerable man of living steel. Obviously he's been toned down for the game. otherwise he's just steam in, ignore all the attacks levelled at him because they wouldn't hurt, and then smack his opposite in the face, thereby decking them. Colossus is now the Zangief of Children of the Atom, with loads of devastating throws but slow movement speed.



Storm

Leader of the X-Men and able to control the weather. Not just useful to have around at barbecues her command of the elements is quite handy in combat too. Her lightning and wind blasts are formidable, and clever use of air currents enables her to fly, too, which is good for getting out of the way. What's more she looks a lot better since she lost that daft mohican.



BORN IN THE USA – IT'S THE BOSS!

Like any good Capcom beat 'em up (of which there are many) X-Men wouldn't be complete without its end-of-game bosses. Children of the Atom has two – Juggernaut and Magneto. Needless to say they're both incredibly rock. Juggernaut is absolutely huge and his normal attacks alone are incredibly powerful, plus he takes very little damage from your return fire. Magneto, Master of Magnetism, is the bloke at the end, and you've got more chance of contracting Necrotising Fasciitis than beating him in his home base of Asteroid M. But if you do you're treated to a character-specific ending. Anyway, if you can't be bothered fighting all the way to the end to see either of them, there's hope for you. Luckily, we here at SATURN MAG are ace, and have the cheat to allow you, the player, to select Juggernaut as a playable character. Hopefully we'll have the Magneto cheat for next month, along with a full list of moves for both characters.



PLAY JUGGERNAUT!!

First head directly to VS mode (you can't, sadly, play Juggernaut in one-player mode). Now enter the cheat to play as Akuma Long (detailed elsewhere in the Showcase). Play through one bout as Akuma. Now head back to the character select screen and press UP/LEFT twice. that's diagonally Up and Left, in case you're interested. Twice. Juggernaut's portrait appears and presto – you're in.





X-Men is one of the busiest games you'll ever see, with rucks, explosions and special effects shooting all over the screen all the time. It looks brilliant. Invite it into your home.

DEFEAT THE OBJECT!

Another hidden bonus in X-Men: Children of the Atom is to completely destroy the purpose of the game and play as Streetfighter character Akuma Long! Yes, why play as a superhero in this superhero-based beat 'em up when you can control a normal martial arts character from a different game? Why did you buy X-Men, exactly? Anyway, if you've got no imagination and want to control Akuma instead of the characters which the very branding of the game would intimate you like, we'll tell you how. Because we're nice like that. PS – Beware, there's no character portrait for Akuma, so you might not realise the cheat's worked.

If you're playing as player one in VS mode:

Move the cursor to Spiral, wait three seconds, then move around in this order: Silver Samurai, Psylocke, Colossus, Iceman, Colossus, Cyclops, Wolverine, Omega Red, stop on Silver Samurai. Wait another three seconds, then press A, Z and C together.

If you're player two in VS mode:

Move the cursor to Storm, wait three seconds then move around in this order: Cyclops, Colossus, Iceman, Sentinel, Omega Red, Wolverine, Psylocke, Silver Samurai, finish on Spiral. Wait another three seconds then press A, Z and C simultaneously.





Colossus is absolutely nails. Do not pick a fight with him ever.



Hooray for Cyclops, who has finally got the hang of his X-power attack.







Ooh, that looks a bit nasty. I certainly wouldn't want one of those up my trousers.

Remember kids – opera singing may look sissy, but it can save your hide from a white-hot Optic Blast. Listen to your music teacher.









X-MEN

TERMINATOR X

So what makes these X-Men so darn "X", then? How come they get a cool prefix like "X" when the rest of us are just known as (wo)men? Why it's because of their X-powers, foolish mortal. And believe it or not, X-powers are different from regular powers. Yes. To utilise an X power you need to fill your X-bar, located just under your energy bar. That's easy enough – just use your special moves lots. Then when about half-full you can use your level 1 moves (not all characters have these). A bit more full and you've got level 2 (ditto). Fill the beauty up and you're granted access to your amazing speciality X-moves, capable of inflicting up to SIXTY hits! Don't get too excited though, because some of them, like Iceman's wicked Ice Storm don't do all that much damage. They're hard to block and look brilliant, and some – like Spiral's Metamorphosis, where she transforms into every character in turn and whacks the bejabbers out of you – are devastating. But don't put all your faith in them. Just to show how smart these moves are, however, here's a goodly smattering of pictures of them.









Silver Samurai has three different sword-enhancing X-powers. This one is his Flame Sword, and it's rock.



Fortune wouldn't appear to be smiling overly in Wolverine's direction at this point. He's going to get badly stabbed.





THE X-FOES

Omega red



Well done for putting this nonentity into the game, Capcom. Omega Red might be scary and hard, with his extendible tentacles and all-round toughness, but no-one cares a fig who he is. Anyway, Omega Red is a cybernetic experiment bloke with flailing tentacle arms which allow him to throw and electrocute his enemies. He's absolutely rock, and well worth getting to grips with (ho ho).

Spiral



Another character with more than their fair share of arms is Spiral (who has six, not counting legs). Spiral's got some good moves, even though some of them look really stupid (like the punch where she folds herself into a giant fist). The Dancing Swords move (consisting of six floating swords jiggering about) is top for confusing and maiming human opponents, although the computer usually sees through it.

Silver samurai



He's big, he's hard, his sword can cut through lard, that's the Silver Samurai. Like Spiral and Omega Red, SS is a sworn enemy of Wolverine's. Not that this makes much difference to the game. He still just wants to kill everyone. And he has every chance, thanks to a whacking great sword, surprising manoeuvrability and lots of nasty projectile moves (energy shurikens, if you're interested).

Sentinel



The biggest meanest robot you've ever laid your filthy eyes on. Developed by Whatsisname Gingrich to smite the mutant menace, these are self-programming androids with lots of big guns, rockets, mini-sentinel drones and other hideous mutant-control devices. And it can fly! Lawks! Rock hard to beat, especially when under the control of the computer. Use low attacks. It's your only hope.



This is Cyclops' Gene Splicer. And since he married Jean Grey, aka Marvel Girl, that's exactly what he is. A Jean splicer. Oh ho ho. Anyway, it's a bit like a dragon punch.







holding out for a hero





You might think we gave away everything you'd ever want to know about Guardian heroes in our ace Showcase within Issue 3. Well we didn't. So just to spoil the surprise even more, here's a special SEGA SATURN MAGAZINE Update...

guardian heroes is the first game to really show off the phenomenal sprite-handling capabilities of Cpt. Sega's favourite cabin boy. And whilst we bust our guts to bring you as much info as possible on Treasure's 32-BIT tour de violence a couple of months ago, there were still a number of tweaks to be made to the final game. Luckily we're great, so we thought we'd add to our already lavish coverage of this latter-day classic with a horizon-expanding Update. If this isn't enough for you, keep your peepers peeled for next month's issue, when we'll be printing a full interview with the cheeky chappies behind this monumental feast of death.



CHOOSE YOUR OWN ADVENTURE

Guardian Heroes differs from most action games in that your progress is heavily plot-centric. Usually it doesn't really matter what you do in game, the idea is to reach, confront and destroy the very final boss. But Guardian Heroes allows the player to decide which adventuring road their characters travel. At the end of each stage you're presented with a number of follow-up options, each of which heralds a new twist in the story. You can quest for magic weapons, aid a peasant revolt, or fight a big plant monster. And each of the possible final stages has its own ending. So you've got to complete the game at least six times to see everything. Hooray for such longevity-extending foresight.







NO PREVIOUS EXPERIENCE REQUIRED

Although you'd never accuse Guardian Heroes of being an RPG, the beat 'em up purist that you are, it does borrow certain elements from the popular adventuring format. Chief amongst these is the experience system which improves the performance of your character. Each enemy slain adds experience to your total, and once you've amounted enough points your character scoots up a level (indicated by an on-screen Level Up flash). At the end of each game level your character's energy bar is beefed up according to your new level, and you're given the chance to boost characteristics such as strength, magical ability and so on, with one Status Point awarded per new level gained. What a fab idea.









Blazing doom! destroy all! everything! HA HA!

AND IT'S IN ENGLISH TOO!

Obviously one of the best things about the new English version is its lovely new English text. This means the story will soon be legible to those of us not blessed with Oriental language skillology. And, in fact, so will all the stats and other bits of writing. The translation is currently being undertaken by a team of crack elite language specialists – like the SAS of the intercultural communications world – and should be almost complete by the time you read this.



CHOOSE YOUR RABBIT

We've already told you about the six-player battle mode. But we haven't told you about the characters available for your fighting delectation. Well, bub, get yer laughing gear around this – every character in the Story Mode is player selectable, once you've completed the game enough times and defeated everyone to access the hidden boxes. That means there's a choice of FORTY-FIVE possible protagonists. Some of them, like Elderly Citizen, are crap. Others, such as Mythical Winged Mumm-Ra of Compton, are exceptionally rock hard.





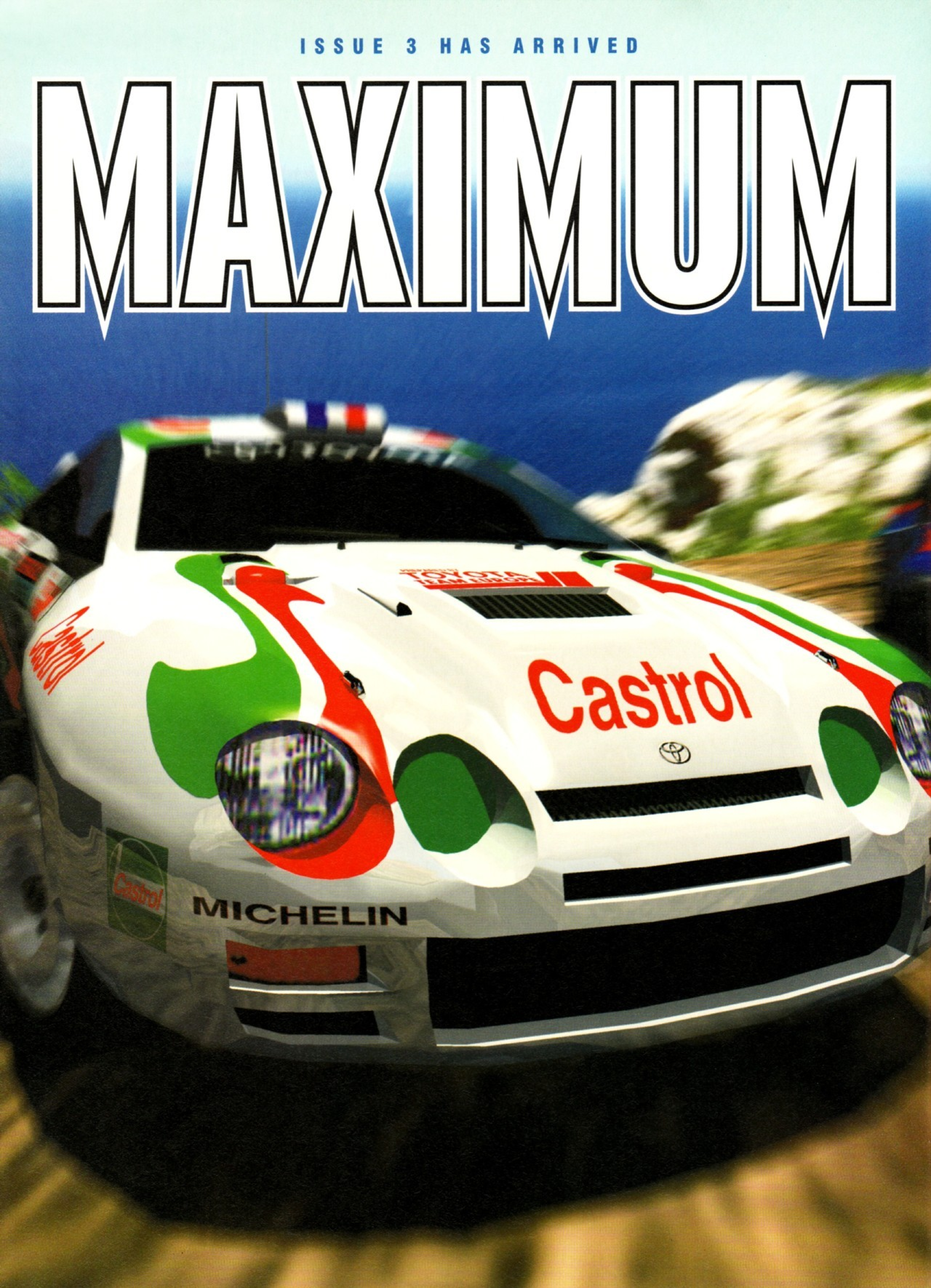
CITIZEN CANED

Oh Guardian Heroes may look jolly and bright and cartoon-esque and warm-hearted, but it has its dark side. As well as the usual round of horn-ed beasts, undead and demon knights wandering around the show, the GH environment is also populated by innocent villagers and regular citizens. Not very evil sounding, admittedly, but these feeble non-heroes are especially vulnerable to a chop in the neck from a sword. And should you, supposed protector of the good, whack too many of the defenceless you're branded a villain and, if you complete the game, you receive one of the Dark Endings on offer. Ooh, you scary beast.








ISSUE 3 HAS ARRIVED
MAXIMUM
TOYOTA
Castrol
Castrol
Castrol
MICHELIN

SEGA SATURN Review *Index*

This month, the reviews index people have employed an advertising agency to create a television advert to promote their page. This is how it goes
[An old duffer wanders from shop to shop in weary fashion. Cue 'Yellow Pages' music]
OLD DUFFER: Excuse me, I don't suppose you have a game called X-Men by Capcom do you?
SHOPKEEPER: *[condescendingly]* No. Bugger off you old git. *[kicks OLD DUFFER]*
[OLD DUFFER solemnly wanders home]
OLD DUFFER'S DAUGHTER: *[sympathetically]* No luck dad? Don't worry. *[hands him a phone book]* Here, try Saturn Mag's review index.
OLD DUFFER: *[on the phone]* Is that the review index? Ah hello! Do you by any chance know of a game called X-Men by Capcom? You do?! Oh that's wonderful! Page 70? Excellent Ahh yes, my name is J.R. Capcom. *[Cue ironic flourish to the music.]*

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BAKU BAKU	74
NFL QUARTERBACK CLUB '96	78
HANG ON	80
TITAN WARS	82













REVIEW

BY	CAPCOM
PRICE	£44.99
STYLE	FIGHTING
RELEASE	MARCH



It seems Capcom have exceeded all expectations of excellence with their latest license. It's better than you'd ever believe. Honestly. X-Men is like getting hit by a massive train locomotive.

It has to be said that we at SATURN MAG were unsure if Capcom would ever come out with a game to supersede Streetfighter 2 in all its various incarnations. They were upping the realism of the graphics and adding loads more special moves and combos, but the ideas were starting to look a bit tired. But then, against all expectations, they came up with Darkstalkers, Streetfighter Alpha and X-Men: Children of the Atom all at once. The clever chappies.

Yes, to the untrained eye they're all two-dimensional beat 'em ups, which are evil and must be destroyed. but this is no Neo-Geo-style genre plagiarism exercise. All three of the above mentioned titles scored heavily for originality, and of them all the best (calm yourselves, Streetfighter fans) had to be X-Men.

For starters it's the first time comic book superheroes have been successfully translated to game format. Many games have tried, but apart from (maybe) Spiderman on the Megadrive years and years ago, none have triumphed in capturing the atmosphere and abilities of the various awesomely-powered protagonists. We were beginning to think the X-Men were just too powerful for one game to contain.

But they've all survived the transition perfectly. Basically, X-Men is the best 2D fighting game you'll get for the Saturn. Maybe ever, or maybe until Marvel Super Heroes comes out. But for now it's certainly the best. But why? That's what you want to know, isn't it? That's all you slags ever want from us, information. What are we, your personal slaves? Well, for once I don't mind telling you why, because this game is so dear to my heart I fell I may burst if I do not profess my love for it immediately.

For a kick-off, it's arcade perfect. Apart from a couple of frames of animation missing (and you'll never notice) everything from the coin-op is there. In full-screen-o-vision, too, and running at full speed. All the little features such as Auto Block and the game speed select are intact, along with whole new gameplay options, such as Survival Mode, Team Battle and ooh... everything else exciting. Plus of course, as Capcom fans would no doubt be hoping, you can play as the bosses.

But it's not the beads and trinkets that make X-Men such a fine figure of a game, it's the way each character has been so intricately designed and matched up against one another. The special abilities and X-powers of every participant put them on the same level whilst the vast differences in their play style keeps every character an individual. Plus, of course, the game shifts at a million miles an hour.

The visual effects, the explosions, the optic blasts and so on, keep the screen looking incredibly busy at all times and the Saturn shows some impressive muscle when moving a couple of the huge characters (like Sentinel and Juggernaut) around without slowing down. The sound, consisting mostly of uber-quality samples, adds to the atmosphere more than you'd normally expect. Great effort has obviously been expended to match up the voices of the characters properly. And the Sentinel sounds best.

Basically, this is one of those games which transcends regular style boundaries. It doesn't particularly matter what kind of games you like, you're guaranteed to love this one as if it were your own little baby game. The tight controls, the plethora of moves, the imagination that's gone into its creation, the Create a Combo law which makes just about every punch or kick the starting or end point for a string of moves born from your own fevered brain all conspire to produce a landmark of the genre. Don't forget to buy this. It's absolutely corking.

RAD





All the over-the-top visual frippery of a comic book has been translated perfectly. Well done, Capcom. You're ace.







In real life Psylocke would just use her psi-abilities to calm Iceman down instead of fighting with him.







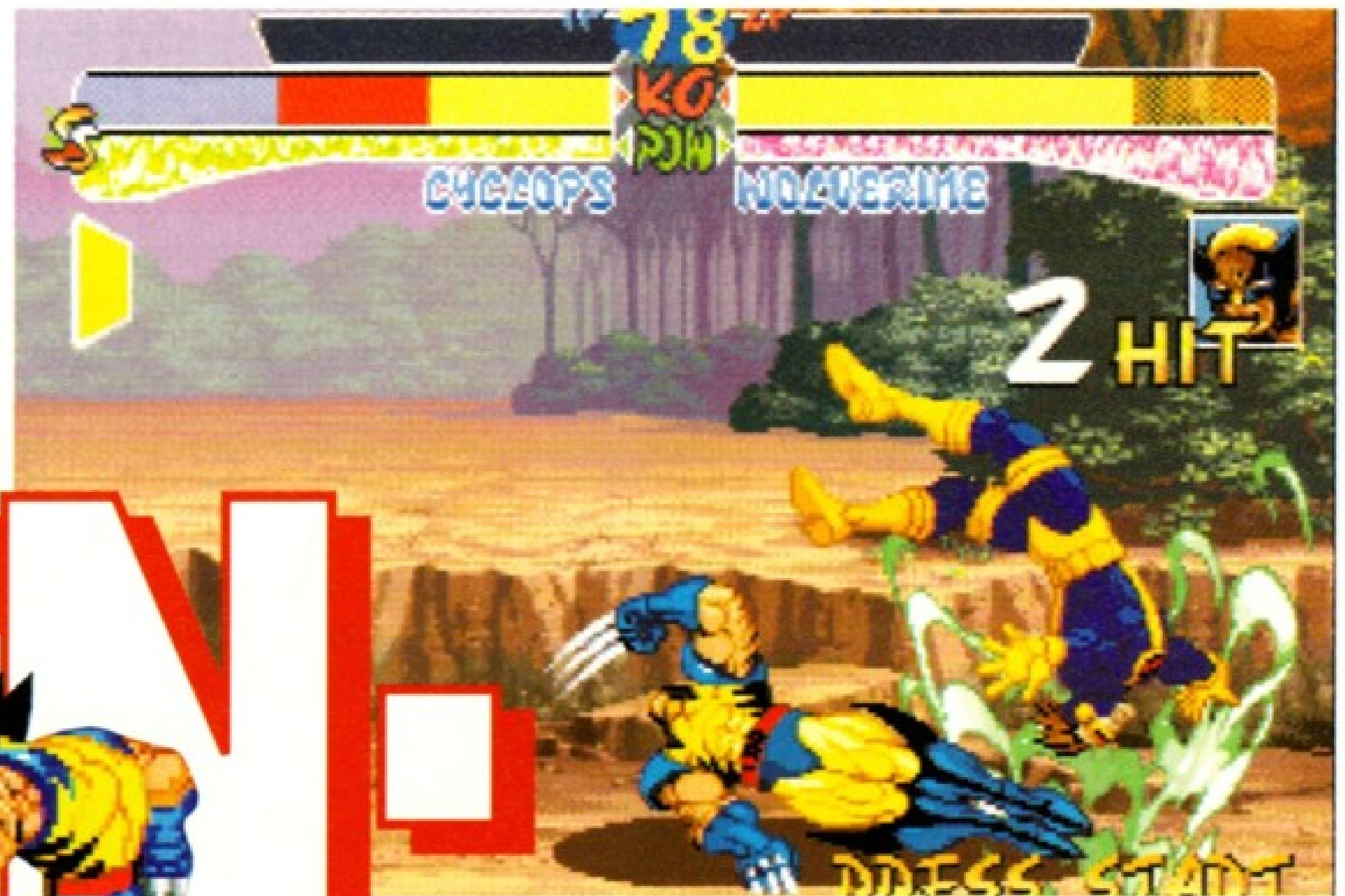












X-MEN: CHILDREN OF THE ATOM







These flailing tentacles cause absolutely rucks of damage. So avoid them.



Colossus is a big lad. And Wolverine's a very small one. But they're both hard.











Cyclops and Wolverine, no doubt fighting over that Jean Grey woman again. Honestly, they're like a pair of kids them two.



Despite the huge quantity of action occurring in this here screenshot, you'd find, if you saw it moving, that there's no slow-down at all. How clever.



Almost impossible to beat for depth, challenge and full-on general brilliance. Everyone must own this game, whether you like comics or not.

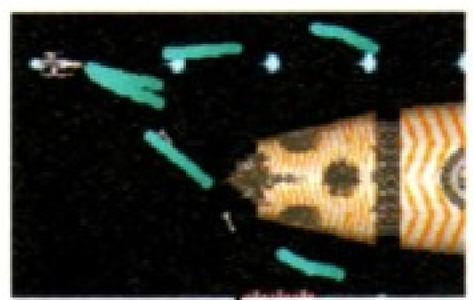
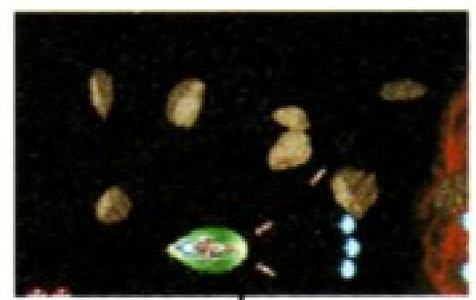
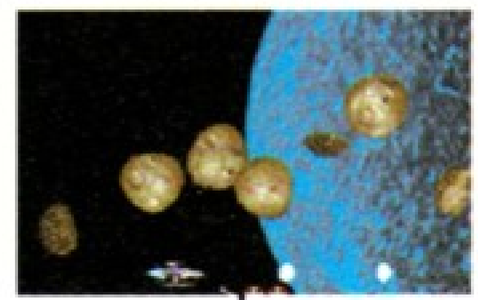
graphics	93
sound	94
playability	94
lastability	96

overall

94%

BY	TAITO
PRICE	£34.99
STYLE	SHOOT 'EM UP
RELEASE	FEBRUARY

So it might be one dimension short of a full geometric perspective, but does Darius deliver the required kill-count?

Darius sounds like the kind of name an unfortunate Surrey nouveau riche kid would get lumbered with by his double glazing magnate parents. But it is in fact the name of a distant and fictional star. As anyone who read last month's Darius Showcase would immediately have known. So that's got you hasn't it, you fair-weather fans? Thought you could get away with missing an issue, didn't you? But instead you've gone and missed all the in-depth information on a game we're about to praise right in front of you. Well there's a subscriptions ad in every issue you fools, so you can't say we didn't give you the opportunity to keep ahead.




Right, so Darius, for those of you too slack to know, is a fish-blasting shoot 'em up set in the depths of space. Not real fish, obviously, but giant robot fish. Not many real fish would be much of a match for a fully-equipped space fighter. But they look like fish nonetheless. And they act like fish. Apart from firing lasers and missiles from every part of their bodies. Although that's pretty standard piscine behaviour up the Humber Estuary.

It's not like Panzer Dragoon or any of those clever modern games at all – all these fishies are in glorious technicolour 2D and the background scrolls constantly from right to left. It's an old school, kicking with the class flavour (as it were) shoot 'em up where power-ups and RSI-inducing joypad movements make the difference between life and death. That and great stamina in enduring mock-opera soundtracks. For indeed, much of Darius is plagued by some fat bint warbling away like an Old Spice advert. But don't worry too much, because the sounds of your own mass destruction do a lot to drown her out. And if it bothers you that much, there's always the volume switch (tip – use this to turn it down).

Now there's an obvious argument against Darius' existence. It's 1996, fer gosh sakes, and we demand polygons, multiple perspectives and tri-dimensionality in all things. Well if you want to think like that, go ahead you pedantic bores, but you'll be denying yourself a pretty slice of the enjoyment cake. For Darius is actually ace. Everything might be 2D, but don't let that distract you from the general beauty of it. The game features some huge bosses, billions of sprites on screen and riots of colour all over the shop (especially in the gorgeous backgrounds). Plus, it's one of the toughest shoot 'em ups I've played in a long time. It's reasonably challenging (two days worth) on Easy mode, and a considerably more testing feat on Very Hard. Plus the option to choose your route through the twenty-six levels (you need only complete seven to finish the game) adds further longevity mileage. Even once you've beaten Darius there'll still be plenty of stages you haven't seen, and each one has it's own personality and hazards.

Darius doesn't match up to Virtua Fighter 2 as a showpiece for the Saturn, but it's still game enough for most players to get a kick out of. There's more going on at once than you'll find in most any other title at this time, and you're guaranteed freneticism. Forget your 32-BIT preconceptions and try it.

RAD



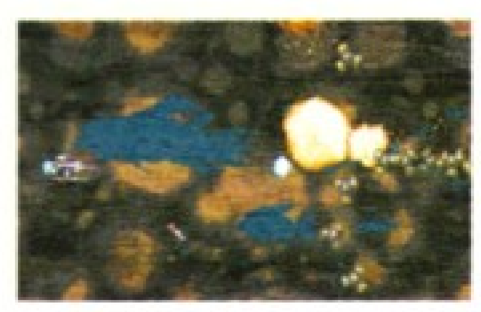




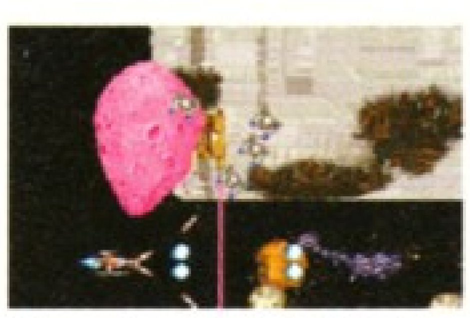








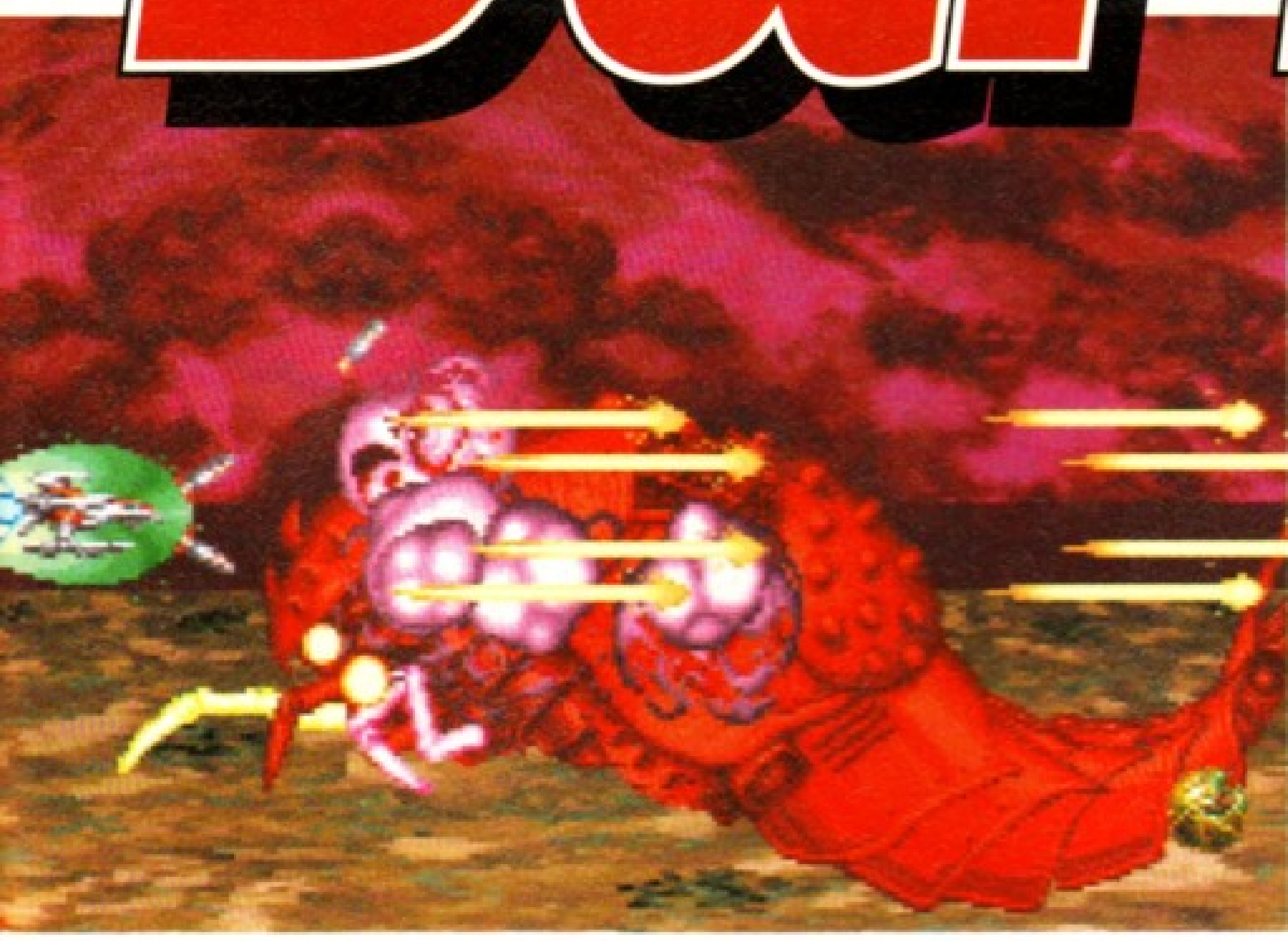


Hey colour fascists! Check that pink asteroid! Woo!



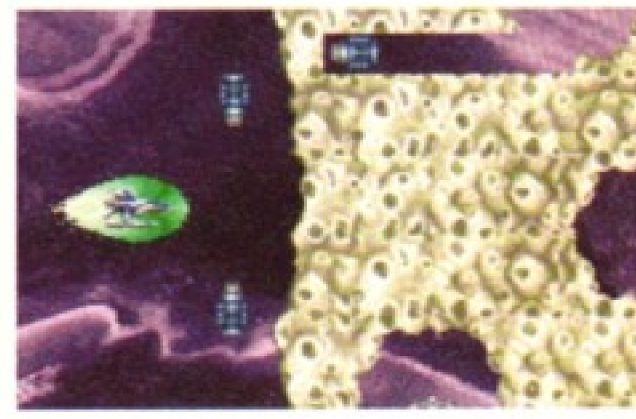
Darius

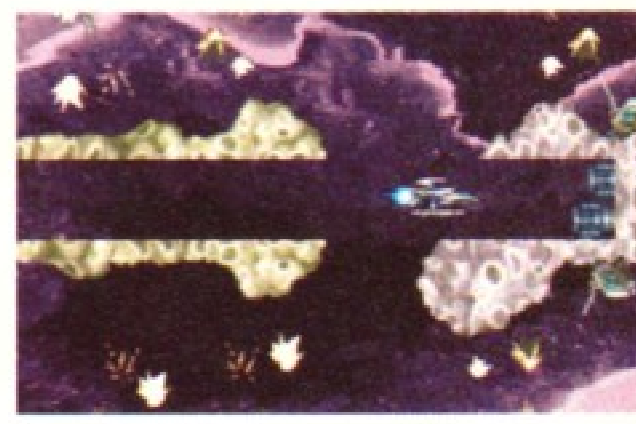






You want bosses? Well, Darius has more evil mutant fish than a Chernobyl chippie! Each boss must be defeated in stages with its defences gradually withering. Now is the time to use your extra special weapons!









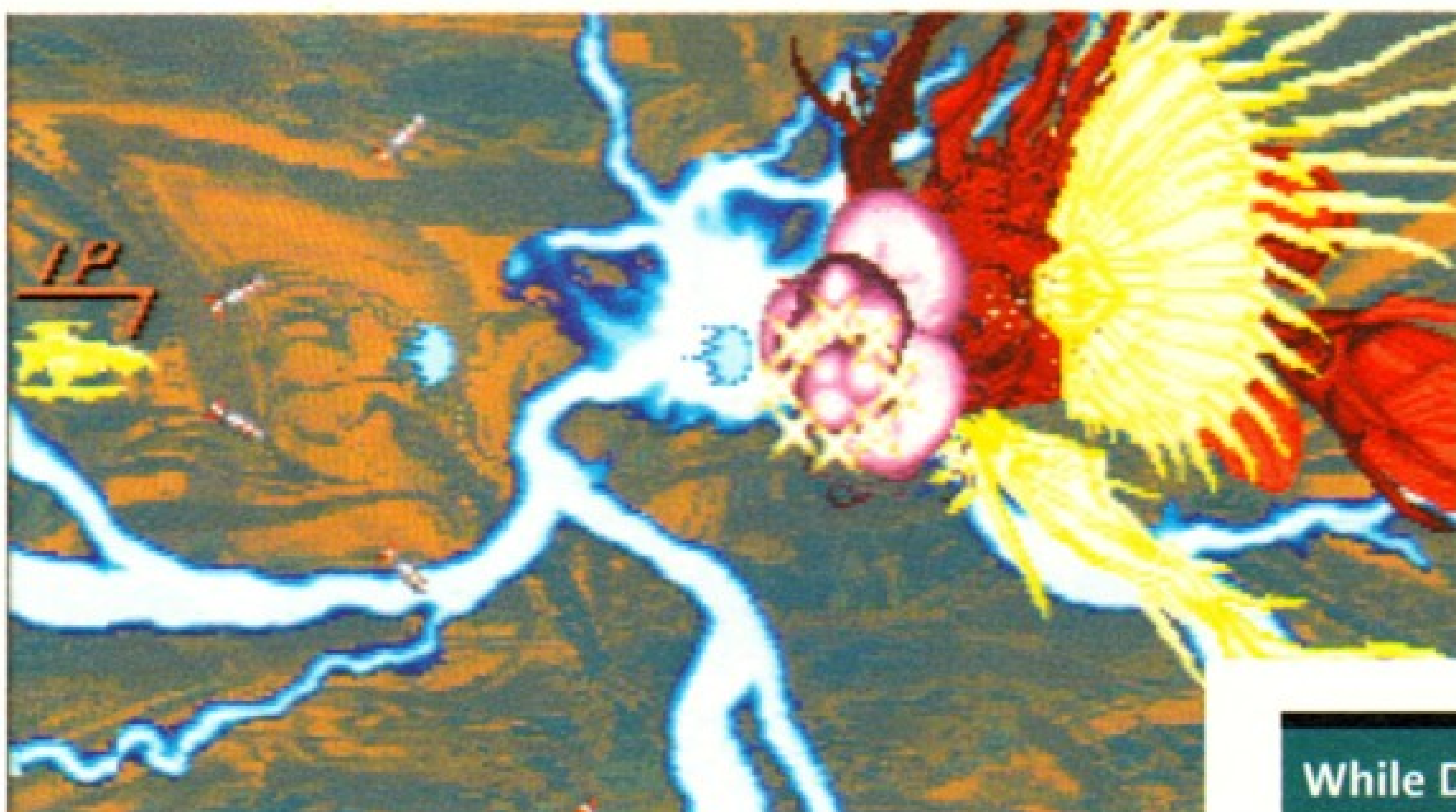








Did you here about the fight down at the chip shop last night? Apparently six fish got battered! Hahahahahahah! Ahhhh, priceless!



Here's a demonstration of the mighty power your small and seemingly insignificant ship is capable of producing. Down with the cod! Death to the Turbot King!



Lots of psychedelic swirls ensure that you're continually disoriented. Hippy wigs optional.



While Darius doesn't grab you by the 32-bit scruff of the neck, it remains a very entertaining shoot 'em up, full of action, thrills and fish! A welcome change from all that confusing 3D stuff.

graphics	80
sound	81
playability	83
lastability	84

overall

80%

BY	SEGA
PRICE	£39.99
STYLE	PUZZLE
RELEASE	MARCH

You know how life is. It's survival of the fittest in this game buddy. Man against man. Dog eat dog. Monkey eat banana, mouse eat cheese, rabbit eat carrot and panda eat bamboo shoot. Um, what exactly is going on here?



Yep, fur fans it's Sega's very first animal hospital type game where you, Rolf Harris a-like, get to save all the little animals from starvation and a life on the streets! Yes, you *can* make a difference!

Actually, maybe that's taking things a little far. Baku Baku isn't really like animal hospital at all. Not even a little bit. But there is an abundance of small furry creatures in this game, and they all need feeding too. Amazingly enough, this novelty title was developed by AM3, the very same people who were behind Sega Rally (both in the arcades and on the Saturn conversion), although people looking for an abundance of 3D trickery or astounding special effects will probably be very disappointed.





What Baku Baku animal does offer though, is some of the most addictive puzzle play since Tetris. In fact, the basic premise of the game is very similar to Pajitnov's classic – match up similar shaped objects – in this case vegetables – into some kind of logical form before they reach the top of the screen. More than one veggie along with its respected owner means that the whole line will disappear (the crying, starving animal will chomp away through the whole lot) and fall on to the opponent's play area. Sounds too simple for a machine such as the Saturn? Well, that's all there is to it – almost. The real skill of Baku Baku is to line up as many rows of fruits as possible and by setting off just one line, all owing a chain reaction of sequences to follow. And yes, that's really all there is to it.

However, despite the title's amazing simplicity, the action is surprisingly addictive, (even though in one player mode, it's very easy to complete). This is mainly because in two-player mode it's probably one of the most competitive games you'll ever come across. There's nothing quite so glee-inducing as activating a whole sequence of fruits on to an unsuspecting opponent, then watching their face drop as they begin to lose control of the proceedings and the blocks become ever closer to the top of the play area. If you're already a fan of these types of games, it's likely that you will have already encountered this in a number of different guises, and nothing much really changes whenever a new one comes along, but at least Baku Baku has an excellent novelty attraction, plenty of silly graphics and brilliant slapstick music. This results in a more atmospheric play than most games of this type, and as usual, the action is hopelessly addictive. There's seven stages to conquer in one player mode and the time it takes to do this simply depends on the degree you become addicted to the gameplay. Play it once a day and it may take a week to complete. Play it continually, and you'll crack it in a couple of hours. But in a way, the point of this title isn't to finish it, as the most enjoyment comes from playing it over and over again against someone else.

At the end of the day, whether or not you'll enjoy Baku Baku largely depends on what type of gamer you are. If you're after a game that boasts technical excellence with moves to learn and secret features to discover, Baku Baku is likely to disappoint. However, if you just want something that's great fun to play which also offers incredibly addictive action, then Baku Baku is about as good as it could ever get.

SAM HICKMAN













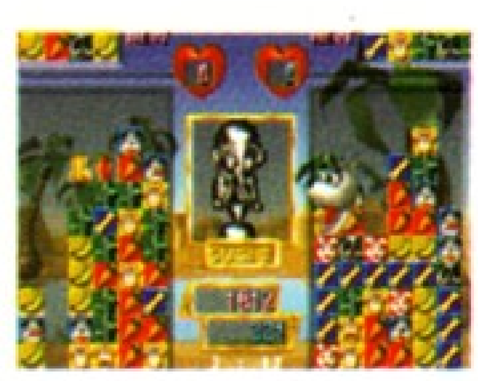












Baku Baku Animal





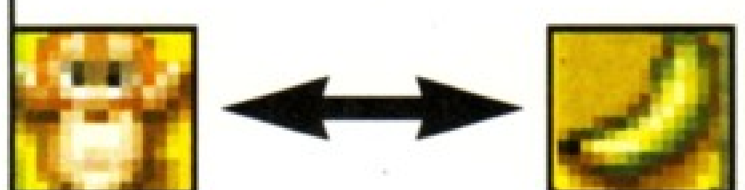


At the beginning of each level, you're treated to a little story, and if you manage to complete the game, there's a special surprise!

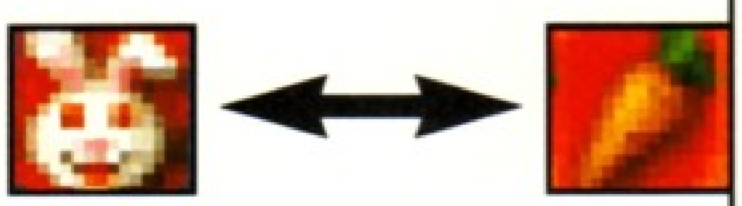


DOWN ON THE ANIMAL FARM

There's up to five animals that can be selected for play in Baku Baku Animal, and each one has their own preferred choice of food. Remember, to make lines of fruits disappear, you must match them with their animal owner – but don't be too hasty. If you waste the animals on just one fruit then you'll get into trouble later on in the game, when the animals become more sparse. So for your information...



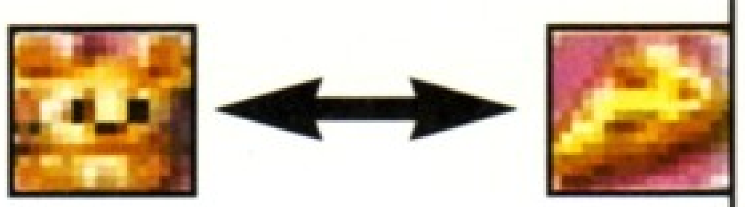
MONKEY
Obviously, eats bananas. Starts to howl if you don't feed him for a while.



RABBIT
Line up the carrots with the rabbit and he'll chomp his way through the whole lot. Cries when hungry.



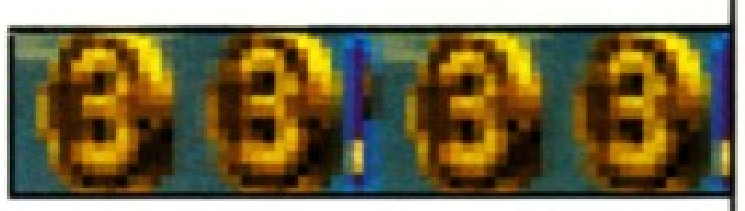
DOG
Loves a bone or two. Or ten. However, unlike most dogs, he won't eat anything and everything, preferring to stick to his daily dose of marrowbone.



MOUSE
Really, he should eat little insects. But this is a bit of a veggie peace-loving game so he prefers to chew on cheese. Which is fair enough.



PANDA
Knaws bamboo shoots like there's no tomorrow. Another cry-baby when he becomes hungry.



BONUS
If you see any of these coins appear on the screen, try to drop them on your most surplus stock. They'll get rid of the whole lot for you.







As you can see, Player 1 isn't doing too well at the moment, and is about commit gaming hari-kari. However, to get the most out of this title, you really have to play it against a human opponent!



It's like a really cute Dural! Only not as hard.

A brilliantly lighthearted game that will appeal to puzzle and action fans alike.

graphics	80
sound	81
playability	90
lastability	89
overall	90%

CHECKPOINT 1

THE RACE GETS TOUGHER AS WE RECEIVE YOUR FIRST TIME ATTACK ENTRIES!

This month, the SEGA SATURN MAGAZINE offices have been absolutely swamped with entries for the Sega Rally Time Attack competition, proving that the game is indeed very bit as popular as the CD charts suggest. However, most of the times we've received so far, despite shaving seconds off our qualifying time, aren't doing quite as well as we'd hoped. In first place at the moment is Leonardo Trovatori from London with a healthy 3.16.78, putting him just under two seconds in front of the nearest competitor, Datyona Time Attack winner Darren Ware! If you think you can beat these times, then get to it! Now!

Can you beat these times? Well, let's hope so – after all, these may be the best of the lot but they're still a pretty pathetic bundle. So get practising and get those times in! The closing date to get your times into the next issue is MARCH 4TH. Send entries to: SEGA RALLY TIME ATTACK COMPETITION, SEGA SATURN MAGAZINE, EMAP IMAGES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

TIME ATTACK RULES

To enter the Time Attack Competition, you must complete one lap of each of the three standard courses in Sega Rally. Record your best time for each lap, then add all the times up. The accumulated time is the one you'll need to send in to us. Send entries in by POSTCARD ONLY. Any winners will be required to send in video evidence of their achievements, so it's advisable to record your best times on to video now. DO NOT SEND A VIDEO NOW. If we require you to send a video in, we will contact you. You will also need to video your Saturn memory screen. So, to clarify:

YOU MUST COMPLETE: ONE LAP OF THE DESERT TRACK, ONE LAP OF THE FOREST TRACK AND ONE LAP OF THE MOUNTAIN TRACK!

Now add up those three times and send the result in to us! Simple!

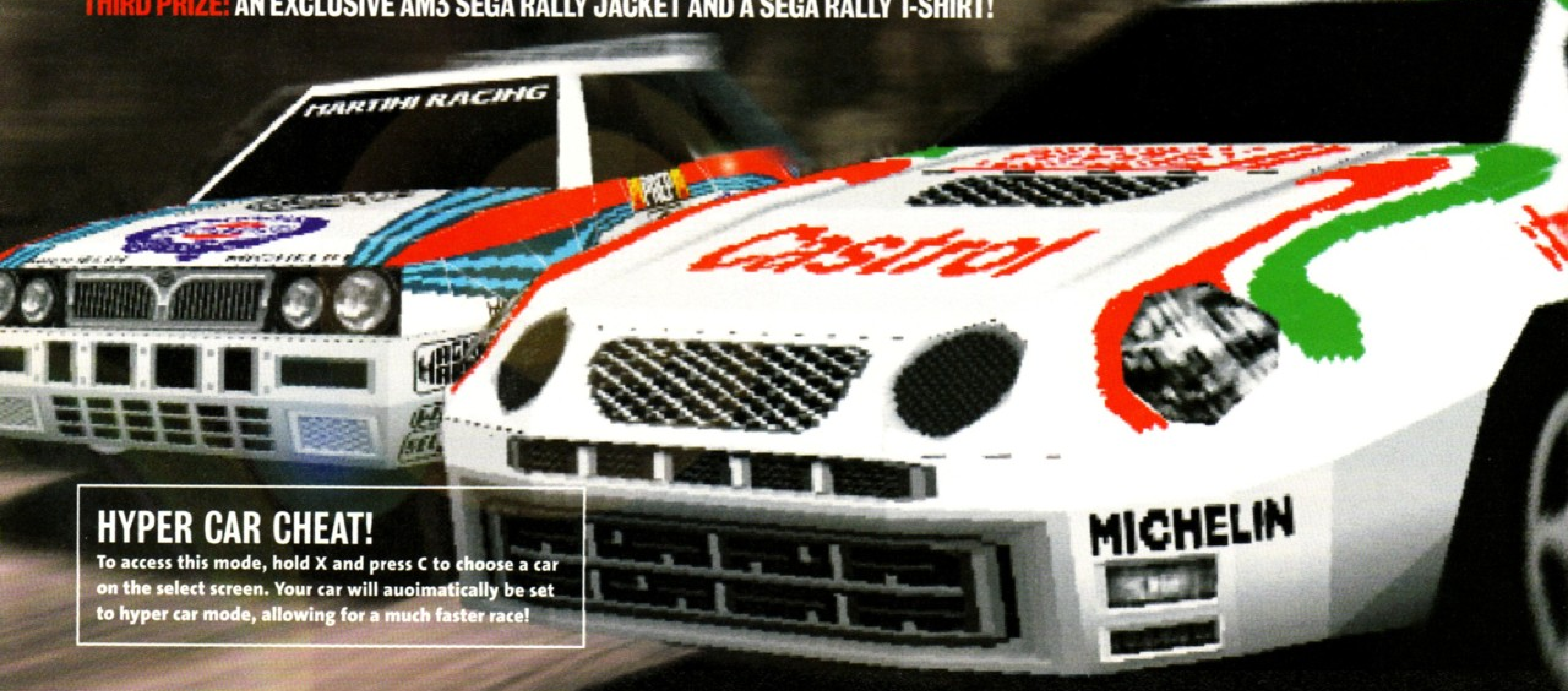
Incidentally, we can't be responsible for any entries lost in the post and *please* don't call us asking for time updates, as we just don't have time to sift through all the entries.

FIRST PRIZE: FREE SATURN GAMES FOR A YEAR, A SEGA RALLY JACKET AND A SEGA RALLY T-SHIRT!
SECOND PRIZE: TEN SATURN GAMES AND AN EXCLUSIVE AM3 SEGA RALLY JACKET AND T-SHIRT!
THIRD PRIZE: AN EXCLUSIVE AM3 SEGA RALLY JACKET AND A SEGA RALLY T-SHIRT!

TIME ATTACK TOP TEN!

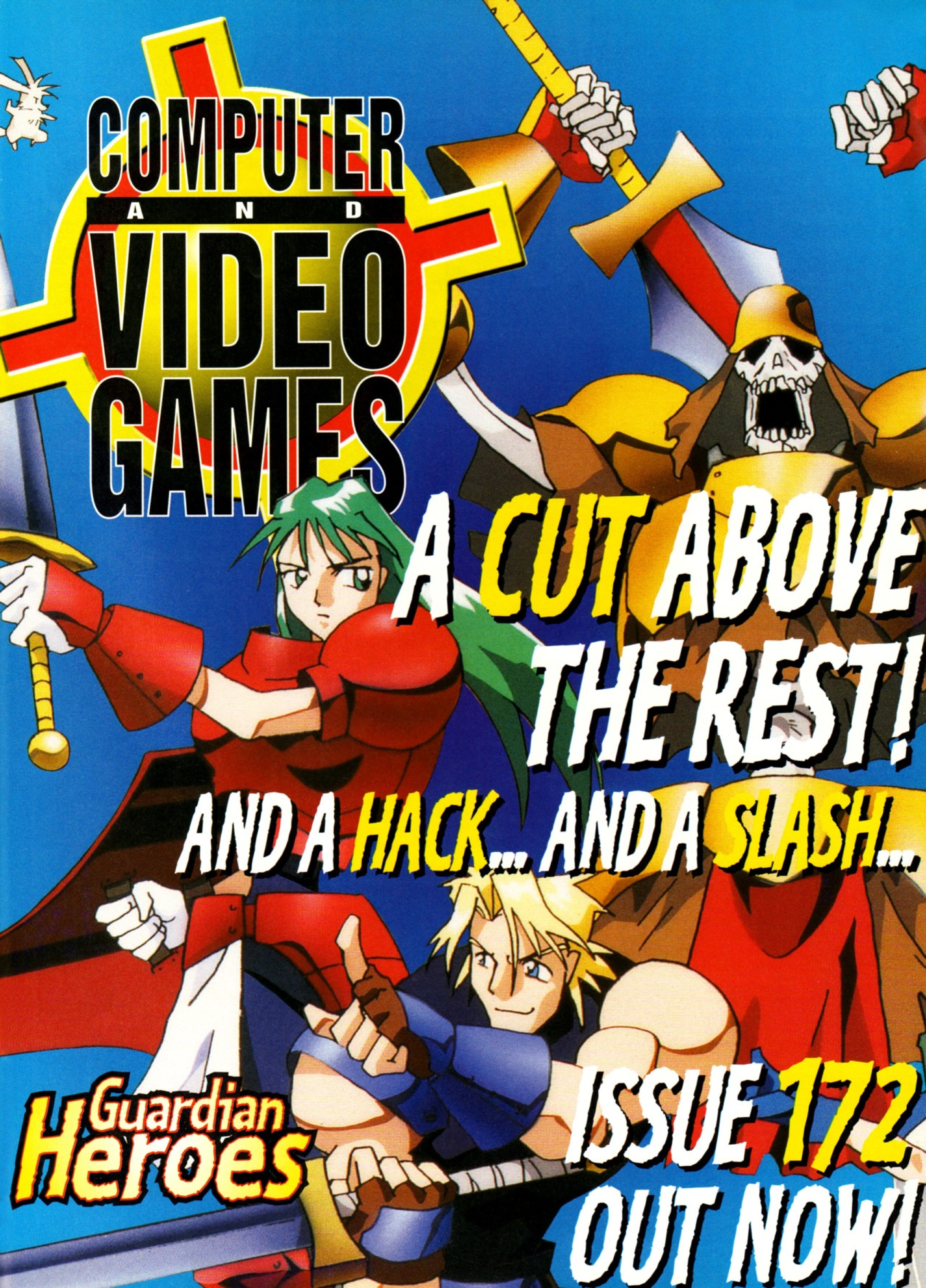
1	Leonardo Trovatori, London	3.16.78
2	Darren Ware, Wakefield	3.18.02
3	Andrew Beeching, Kent	3.18.60
4	Neil Street, Poole	3.18.67
5	Lee Galler, Essex	3.19.58
6	Dean Lary, Derbyshire	3.19.61
7	Ian Davis, Eastbourne	3.19.81
8	Stuart Makin, Cheshire	3.20.23
9	Dave "EFX" Hughes, Co Durham	3.20.81
10	Ben Veasey, London	3.21.59

SEGA SATURN MAGAZINE SEGA TIME ATTACK 1996 SEGA RALLY TIME ATTACK COMPETITION

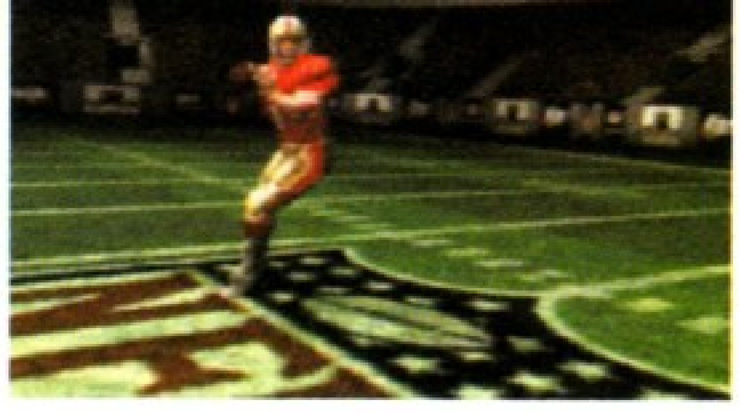


HYPER CAR CHEAT!

To access this mode, hold X and press C to choose a car on the select screen. Your car will auoimatically be set to hyper car mode, allowing for a much faster race!


COMPUTER AND VIDEO GAMES
A CUT ABOVE THE REST!
AND A HACK... AND A SLASH...
Guardian Heroes
ISSUE 172 OUT NOW!





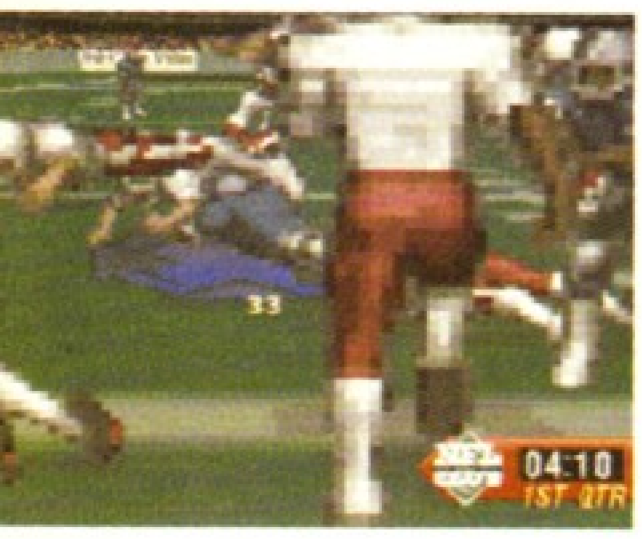


BY	ACCLAIM
PRICE	£39.99
STYLE	SPORTS SIMULATION
RELEASE	MARCH 1996

If you were asked to predict what games were most likely to settle comfortably on the Saturn, an American football game is bound to be in there somewhere. Acclaim's NFL '96 is the first to make the adjustments and lounge back lesuirely into the 32-bit sofa. Is it feeling comfortable?

NFL QUARTERBACK CLUB '96

One typical American characteristic is the extent to which they take their sport seriously. In fact, if anyone remembers the infamous CNN coverage of the first days of the Gulf War, they'll remember the American reporters commentating on the action as if it were the Superbowl, throwing myriad sporting analogies in there to really push home the importance of the events taking place. But that's not to say that for the American citizen, sport is on a par with war. No, it's far more important than that.







Despite the decline in popularity of American Football in this country, the game spinoffs have continued to do well. Few could say they've never played John Madden's in at least one of its annual guises. Or if not John Madden's then NFL Quarterback Club which, as it happens, has made it on to the Saturn, and is the first American football game to go for 32-bit glory.

NFL '96 is a football game of the old school.Not in the sense that it's proper football involving a spherical object that you kick with your feet, but in the sense that it maintains the tradition of using windows to choose your play. Play options are chosen via a process of selection and elimination i.e. pro set — short — halfback toss. There are loads of plays to become familiar with, and if you haven't ever been especially confident with your American football tactics this is going to take you a while to get to grips with. Likewise, familiarising yourself with all of the different offensive and defensive positions involves some extensive experimentation with your full-backs, half-back and receivers, as well as the highly esteemed quarterback. Rest assured though that after this period of initiation your awareness of American football is greatly enhanced making the real thing look like a bit more than a fight between a marauding band of motorcycle messengers.

The sub-title 'Quarterback Club' denotes the extent to which the game revolves around the legend and mystique of this most important of play makers. Quarterbacks are chosen separately from teams meaning even if your team are the whipping boys of the NFL, you can still get the hottest quarterback on your team. However, the fact the the receivers will drop every pass tends to negate the expertise that such a footballing star has to offer.

And on the subject of expertise, where does the 32-bit capability make its presence felt eh? Primarily it's in the graphics, the game utilising a host of camera angles from which to view the game, including plenty of frilly stuff to do with those inevitable stats that appear in hordes. Apart from this though, there's little to let you know that this is 32-bit American football. The game logic is fine generally speaking, but one-player mode does involve a few eyebrow raising moments when the computer miraculously manages to read your play perfectly or execute pin-point accurate throws. But it's in multi-player mode that you can squeeze the most fun out of NFL '96, challenging all-comers to a bit of the rough stuff and engaging in the usual banter and abuse.

As yet this is the only American football game available for the Saturn, although the John Madden series is also destined to appear in the near future. The cautious among you may want to wait, but should you decide to rush out and get NFL '96, rest assured that while it sticks trenchantly to the familiar 16-bit formula, it is nevertheless an expansive and entertaining game.

ROB



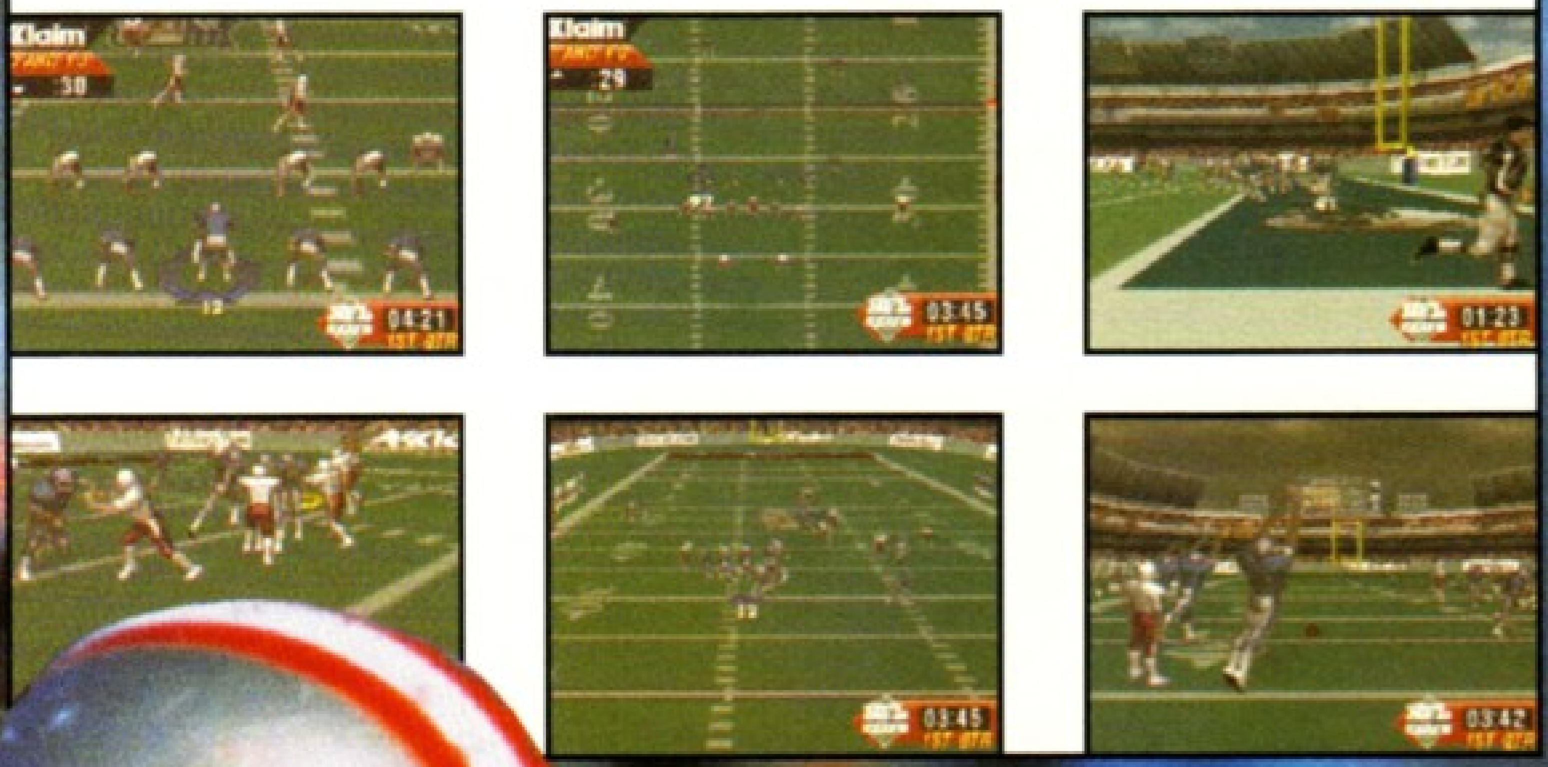
The Dolphins are caught on the defence, desperately scrambling to prevent what looks like an inevitable touchdown. I suggest a blitz of some kind to try and sack the Quarterback.



The ball is up, but who's going to get their hands on it. When using your Quarterback, it's important for throws to make sure the receiver has managed to find space before the throw.

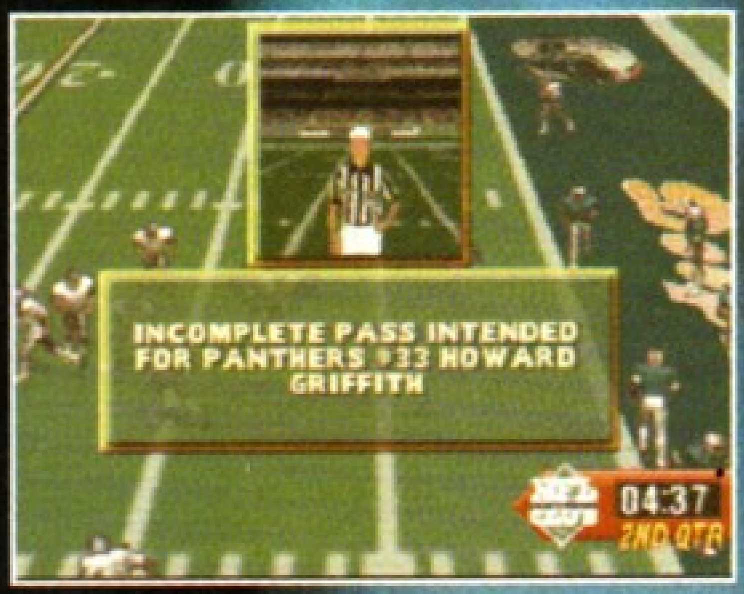
CAMERA ANGLES

It's the thing with sports sims these days isn't it? More camera angles than you'd ever have thought possible. NFL '96 is no different, and comes complete with a vast range of its own from the shoulder cam which puts you right in the heart of the action to a blimp cam which sees you observing events from way up in the clouds. Some are more practical than others. While the coach cam might be useful for seeing how your linebackers are shaping up, it makes playing difficult because your quarterback is obscured from view. The best angle to use is either the action cam or super cam.





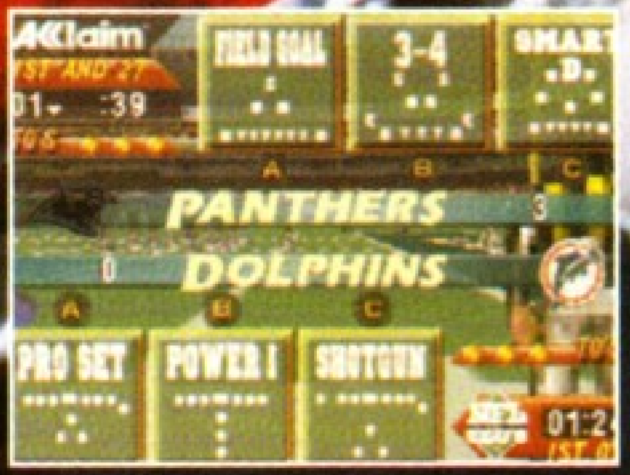
These guys are so tough that they'll even play in snow! So long as they have some nice woolly gloves that is.



NFL comes with as many specific stats as a statistician could dream of, from the teams to each and every player.







Here's those crazy window options that we all know and love.



Select your Quarterback! Cunningham is probably the best of them.



The historic simulation lets you play out great matches from the past.

Obviously American football isn't everyone's cup of tea, but if it is your cup of tea then NFL '96 is a refreshing Earl Grey!

graphics	83
sound	85
playability	84
lastability	85

overall **84%**

BY	SEGA
PRICE	£TBA
STYLE	RACING
RELEASE	MARCH

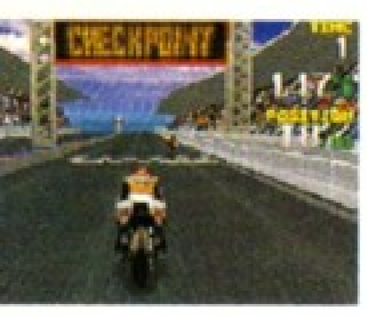
Road Rash and Manx TT SuperBike prove that when it comes to racing, there's nothing quite like jumping atop a motorbike and giving it some "welly". Joining the biker frenzy, Sega has dusted down one of its most ancient coin-ops and given it the "Virtua" treatment - a recipe for success, surely? Well...






Hang On GP '95 was released in late 1995 in Japan to plug the growing gap in the Saturn's portfolio of driving titles - a stop-gap measure if you will, until the almighty Sega Rally Championship came along. The game promised much, with smooth, almost-pop-up free 3D and the arcade heritage of one of the most popular road racers of the eighties. This all sounds pretty great except for one thing: the programming.

It would not be fair to rubbish every single aspect of Hang On from the outset. Although the graphics are distinctly angular (check out those hexagonal wheels!) and somehow lacking in imagination, they do the job in depicting a pretty realistic environment that moves at great speed. Also, unlike the terrible import game Dead Heat, there is a nice degree of variety in the backdrops. A choice of three courses is available from the outset, with three more becoming accessible when the first trio have been completed - and the quality of the graphics certainly makes you want to see these other levels. Unfortunately, the sound doesn't do the ears any favours - the motorbike noises are certainly Flymo-esque and the music is pretty nondescript.

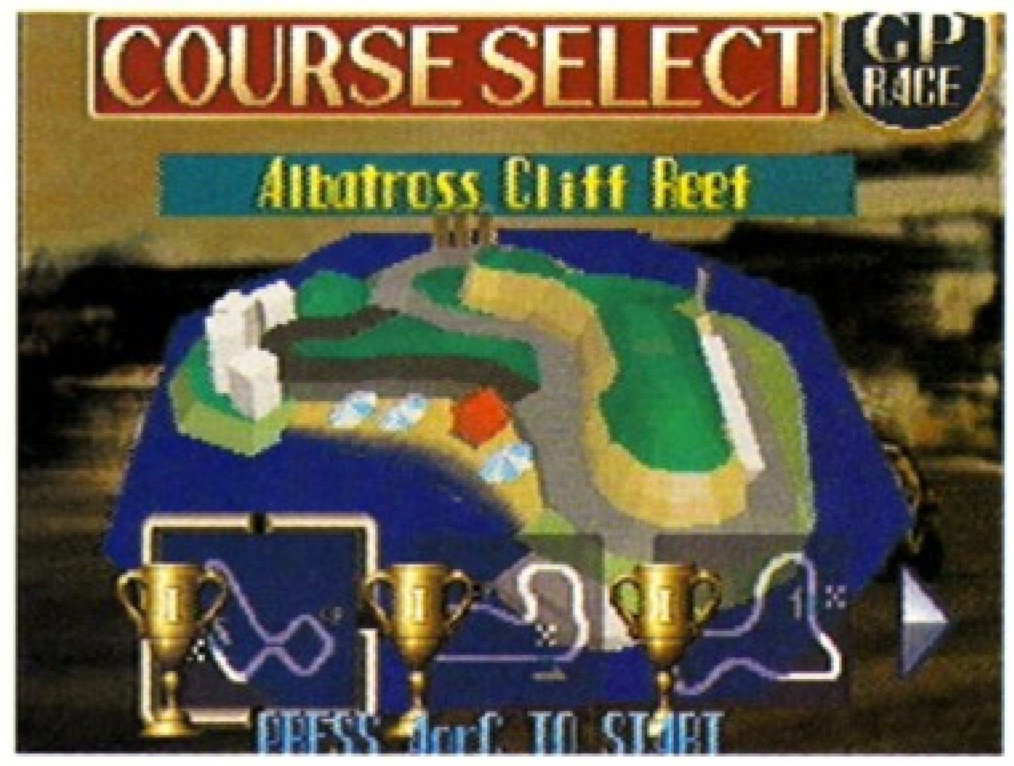
The aural barrage would have been bearable if the gameplay was good - after all, the original Hang On - and most definitely its Super sequel - were excellent coin-ops for their time, crafted by a certain Yu Suzuki no less. Unfortunately, this area of the game is perhaps its weakest. There is absolutely no weight to either the bike or the rider, meaning that leaning into corners is totally unrealistic - very fast, with not much drift evident. Just pressing the pad slightly left or right results in a laughable on-screen performance from your biker as he lurches unconvincingly about. This over-leaning makes for a most unsatisfactory experience when playing with the joypad.

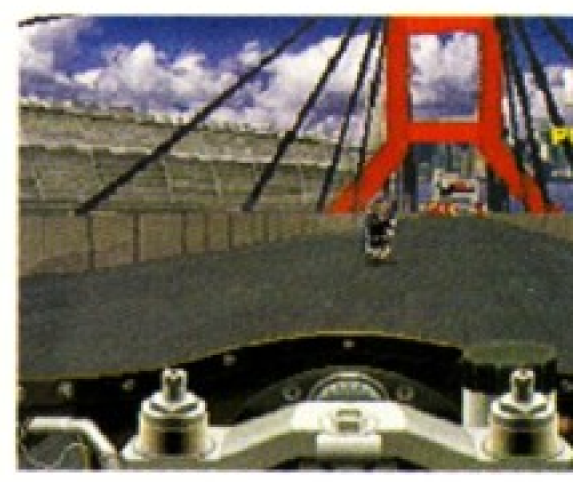
Hang On GP does have the distinction of being the only Saturn game that actually benefits considerably when used with the Arcade Power Racer - thanks to its analogue capabilities, you have far more control over the leaning prowess of your bike (although why a similar measure of control isn't available with the pad remains a mystery).

With its varied courses and choice of bikes (including some hidden ones, and a bizarre Street Hawk lookalike capable of gargantuan velocities), Hang On GP is initially an attractive game, despite its occasional graphical weirdness and obnoxious sound. However, the handling of the bike is so well, "unbike-like" that the game loses a lot of its attraction.

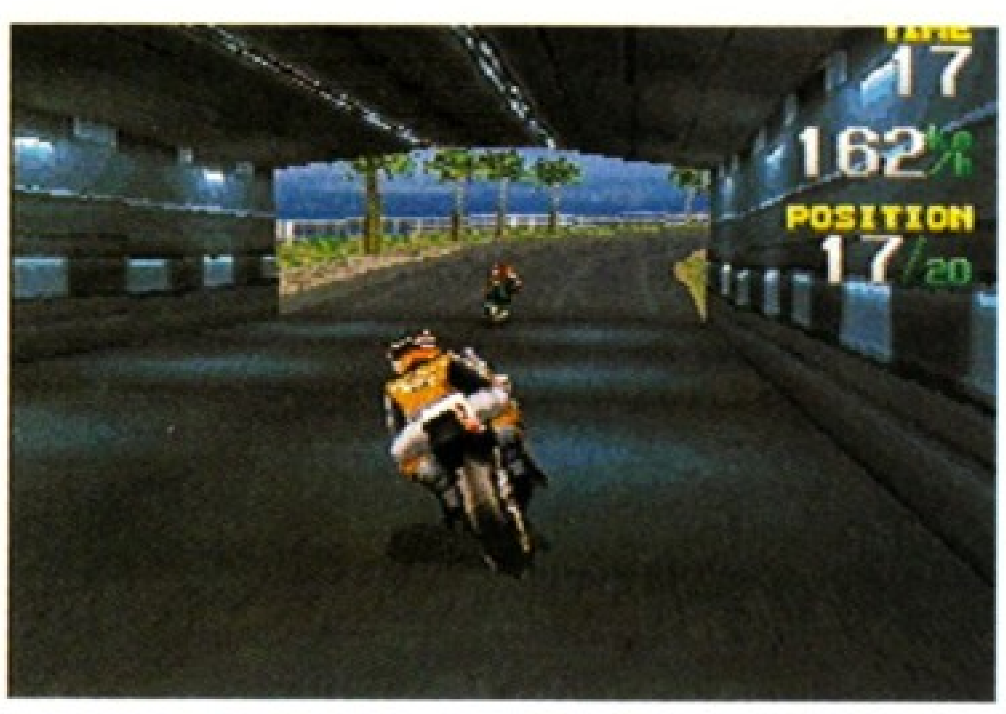
Of course, the big question has to be - is there really room for another road racer on the Saturn market while Sega Rally Championship rules supreme? My answer is there's always room for a quality alternative, but quite frankly Hang On GP '95 just isn't it. If you haven't got Rally yet, consider yourself a foolish cretin and go forth to your local software emporium and purchase it now. If you see Hang On while you're there, do the decent thing and leave it where it is.

RICHARD LEADBETTER







You know, this game is much better if you use the Analogue Steering Wheel Controller Joypadstick. Honest it is. Although it's still pretty bad.






HANG ON GP '95















Glamourous race drivers must always remember to check their hair before leaving the pits. Here we see one such conscientious pilot at work.





That famous first-person perspective in full.



Oh – he's for the high jump. Ho ho ho.







Rig up the bike of your dreams on this mechani-frenzy screen. Engines! Brakes! Tyres! Not much difference made to the game!



Sega Rally certainly hasn't really got anything to worry about - Hang On is a barely average road racer, lacking the realism and enjoyment we should expect from 3D Saturn produce.

graphics	74
sound	39
playability	66
lastability	73

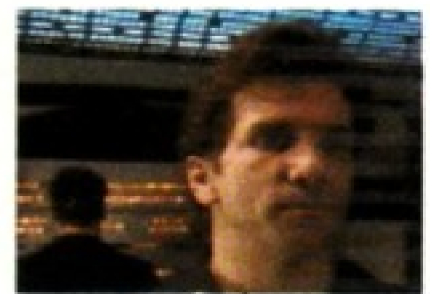
overall

67%

BY	BMG
PRICE	£TBA
STYLE	SHOOT 'EM UP
RELEASE	MARCH

Did you ever stop to think that maybe, because the universe of Star Wars is based in another time and dimension, the awesome Death Star might only be the size of a potato to an Earthling? Or that an Imperial Battle Cruiser would be no bigger than a baby carrot? No? Well, anyway, here's Titan Wars.



TITAN WARS

Shoot em' ups on the Saturn have taken on new standards since Panzer Dragoon. A game either has to try and match its 3D polygon muscle or go for the more retrofied 2D side scrolling approach, as is the case with the nostalgic Darius. Now, with the awe inspiring Panzer Dragoon 2 set to arrive, the quality we'd expect from a shoot 'em up becomes even higher.

In such an environment, a game like Titan Wars stands little chance of survival. It chooses the head on 3D perspective and makes a bit of a shambles of it. The movement of the ship is almost comical. It jitters up and down, left and right like its got the hiccups or something. It makes negotiating valleys and caves decidedly frustrating and this, coupled with the over-sensitive controls means that there are a lot of annoying collisions. Now this wouldn't be so bad if it wasn't for the equally frustrating restart points. Each level only has about two restart points which means you're constantly drudging through the same territory time after time.



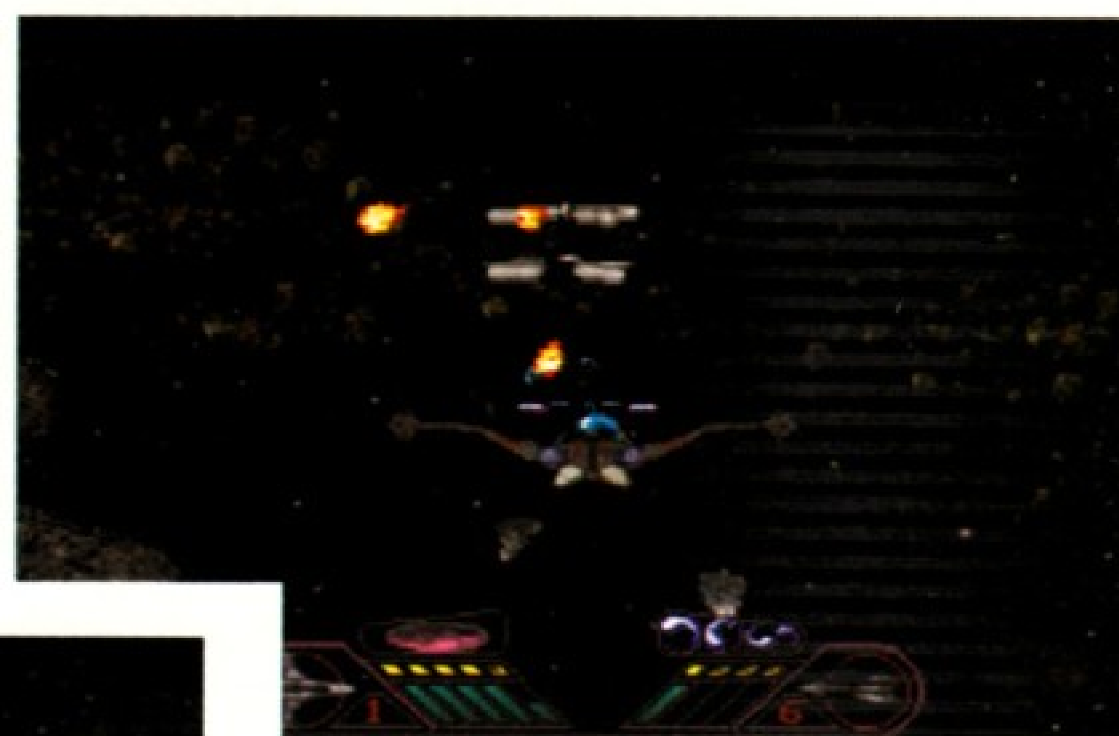

The environments that your ship traverses aren't actually all that bad in so far as the 3D scenery all scrolls very smoothly and there's no sign of clipping or anything nasty like that. The lack of imagination though isn't as easily forgivable, the space valley's and stretches of sea looking bland and the colours lacking subtlety and variety.

The challenges themselves are equally uninspiring. Your ship dodges under and over steel girders, shoots down towers and tackles airborne enemies, all with the same plod along predictability. As you'd expect, there's a boss sitting there at the end that you hammer away at in the usual routine. Once destroyed it's on to the next level, pausing of course for the whole FMV bit in between. And so it goes.

There are a range of pick-ups available in Titan Wars. The main ones are the shield booster, the missile pick-up and the standard fire power-up. There are plenty of them as well which is a good thing because the slightest knock will really take it out of your shields.

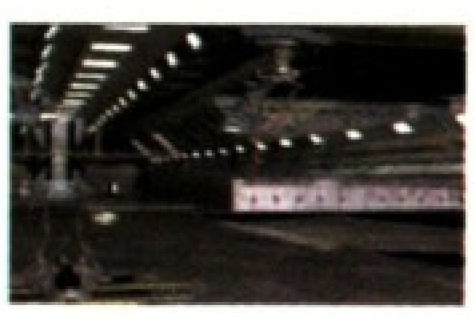
What really seals Titan Wars' mediocrity has to be the awful FMV sequences that fill out the story line and try and invoke a bit of atmosphere. I can picture it now... They they all were, putting the finishing touches to the FMV sequences in the game. Actors were neurotically concentrating on their Stanislavsky technique in preparation of the big finale, the director and cinematographer were arguing about depth-of-field ratios, and the special effects team were pencilling in the finishing touches on the computer. Finally, it all came together, and they got the take. Smiling, each of them sat down and lit a self-satisfied cigarette. There was silence. Suddenly, one of them jumps up. "The game! Oh my god, we've forgotten about the game!" Confused replies: "What game? What are you talking about?" "You know! The game that's supposed to go with these FMV sequences. Or was it meant to be the other way round?" In a rush, they head down to programming central and knock out the game overnight with the help of some strong coffee and a few cut corners. Unfortunately, for us, it's too little too late.

ROB




...so space just goes on and on right, and even if there's a wall, what's behind it eh?



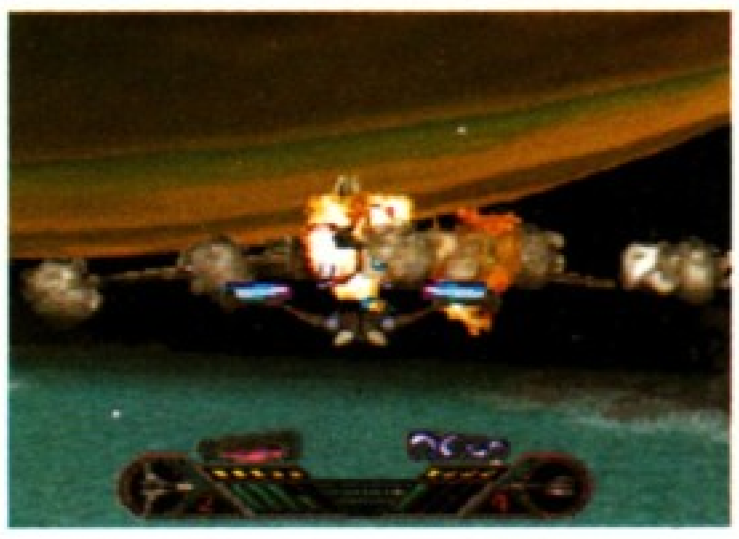

A battle with the boss at the end of the first level.



After some rapid button pressing the boss is destroyed restoring order to the galaxy. Hurrah and huzzah!







FIGHTING TALK

One thing that will raise a smile in Titan Wars is the incredibly cheesy FMV sequences. Whoever the scriptwriter was (probably the bloke who wrote Top Gun), he has succeeded in supplying an admirable number of cinematic cliches Here's some classic dialogue from the game:



[After the first mission, the new guy Cross - you in other words - comes back having flown a blinder and destroyed the boss. Your maverick style of flying however, takes some other members of the squadron a little by surprise.]



PILOT: [very angry]"That is not the way we fly in Alpha Wing, Cross! We take our mission objectives seriously!"
CROSS: [with casual superiority] "Yea, well my objectives are powder right now."
PILOT: [sternly]You do not want to piss me off lieu-tenant!
CROSS: [with arrogance]Sure I do.



So there, you have it, a snippet of the kind of challenging dialogue you can look forward to. It's a shame that the aggravated pilot didn't say to Cross that he "flies by the seat of his pants" but you can't have everything.





Babes of the future are really hard. Harder than blokes in fact. Blokes are sissy's in the future.



These luminous blue geysers might look harmless and serene but should you fly through any of them you'll see your shield power reduced. So, mind the geysers, alright geezer.







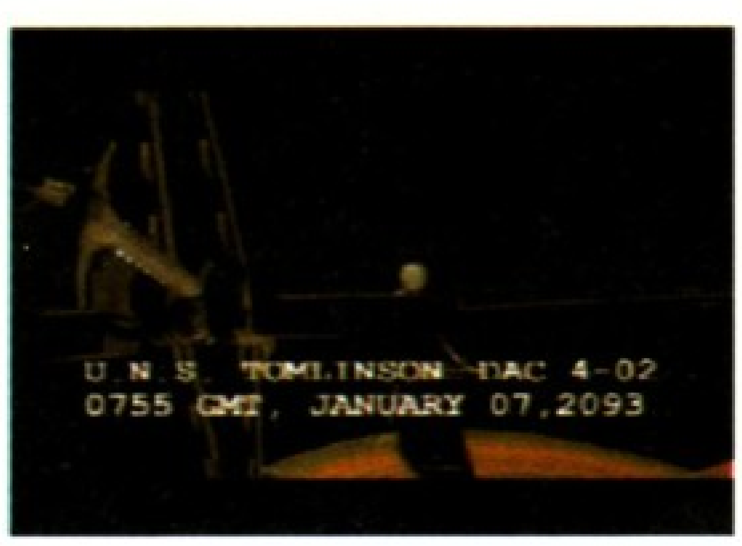






...and right, if something can be infinitely huge right, then something can also be infinitely small and get smaller and smaller but never disappear, and right, this universe might just be an atom that makes up a huge turnip, and...





Titan Wars is a shoddy shoot 'em up straight out of the bottom draw. Ruined by banality and frustrating gameplay. Oh, and some naff FMV.

graphics	50
sound	65
playability	52
lastability	60

overall **54%**

By now, fans of Sega Rally around the world should have the AM3 classic spinning constantly in their Saturns, as they try to find everything this gaming masterpiece has to offer. Once you've overcome your initial shock at how well this plays and looks, you should be getting to grips with the abundance of advanced features this game holds. Last month, SEGA SATURN MAGAZINE brought you all of the game's secrets, and to follow this up, DAVID HODGSON steers his way around the Mountain course and points out ways to improve those all-important lap times.



Such a classic game was bound to be a sweeping success, and Sega proved once again that the Saturn is capable of some stunning 3D graphics coupled with fantastic and long-lasting gameplay. Is this the finest next-generation racing game currently available? We certainly think so, and we tip our hats to Sega for making sure the PAL version was the most detailed and comprehensive of all. Getting the most out of your gaming purchases has always been important, and with this in mind we're offering you the chance to drive your rally vehicle like a true veteran. Follow this advanced driving course, and you'll be flying round those corners at speeds you never thought possible!

For the true Sega Rally fanatic, shaving seconds off a previous best lap time has always been an extremely satisfying experience, and now SEGA SATURN MAGAZINE takes you to the next level of driving prowess with an advanced course guide, detailing exactly how to take the multitude of corners. Obviously, this guide is for experts only and the choice of course picked reflects this; we've chosen to race through the twisting Mountain roads. On each corner, we'll show you the correct racing line to take, along with other useful tips such as gear changing and ideal speed. So without further ado, strap yourself in and ready yourself for the ride of your life!

BASIC CORNERING TIPS

POWERSLIDING

As any video game racing fan knows, the key to a competent (and spectacular) series of cornering manoeuvres is the utilisation of powersliding. The Dukes of Hazard used powersliding and it worked for them (just ask Sheriff Roscoe P Coltrane), so why not for the serious rally driver? The physics of 3D driving games have become more and more complex over the last couple of years, to such an extent that it really does matter how you take each and every corner. Therefore, once you're approaching a tight bend (or any corner where you haven't got a comprehensive line of sight) you should try turning your car slightly into the corner before letting go of the accelerator altogether and applying the brake. This allows your car to drift, and once you start to skid round the corner, wrestle with the wheel and turn to the opposite direction whilst applying a little acceleration. Your car should now start to protest with the back-end spinning round, but with a bit of continued pressure on the wheel, continued acceleration and practice, you can zoom away from a tight corner with only a minute loss of speed. It's relatively simple to enter a powerslide - the trick lies in how to drive out of one after taking a particularly troublesome corner. One final point - we've found that the external viewpoint is most useful for gauging powerslides, so use this feature to help you gain powersliding prowess.

ROAD KNOWLEDGE

For true Sega Rally mastery, you should know every twist and turn that all the courses have to offer. This is especially important as you have no map displayed to detail your position, and your navigator can sometimes go slightly astray with his verbal directions. Once you're heading for a corner, your road knowledge can help you gauge just how much powersliding to employ, and all this helps in your ultimate strive for the finest lap time known to humanity.

RACING LINES

We're not talking ley or double-yellowed lines here; but the advanced skill of judging where your car actually should be during a powerslide, or to put it another way; what the shortest possible distance is between the coming corner and the section of road afterwards. This is what the rest of this tips feature details; the exact racing lines required on all of the problematic corners of the Mountain course. With a little bit of powersliding practice behind you, you should now be ready to race round some blind corners with the speed of a madman!

SEGA RALLY 1995 | ***VETERAN*** **ROAD KNOWLEDGE** | **1995**

THE ARCADE AND SATURN VERSIONS





SEGA SATURN MAGAZINE SEGA

ADVANCED DRIVING CLASS

SEGA RALLY ADVANCED DRIVING CLASS



The S bend on the Desert course is initially rather tricky to negotiate, but a little powersliding does wonders!



After the twisting S bend, the main problem bend is the final gravel roadway. Now's the time to powerslide with glee!



Earlier on, our intrepid driver corners the muddy right-hand bend with the skill and judgement of a true professional.



The fabled Lakeside course features narrow roadways and a rather pleasurable sunset sky. Powerslide with skill, please!



Enter the Lancia Stratos! This secret racing machine has rather strange cornering abilities, so watch yourself!



Powersliding round the Forest course in the Stratos is excellent fun, but remember to right yourself quickly!

MOUNTAIN COURSE

SEGA RALLY CHAMPIONSHIP 1995

The idyllic mountain course weaves through some breathtaking scenery, but you won't have time to admire that castle or the quaint village. This is a serious rally, and there's no time for sight-seeing! As you can see, there are eight different stretches of roadway that present some sort of problem, but with the correct tuition you'll be speeding round the course with the best of them! Let the race begin...

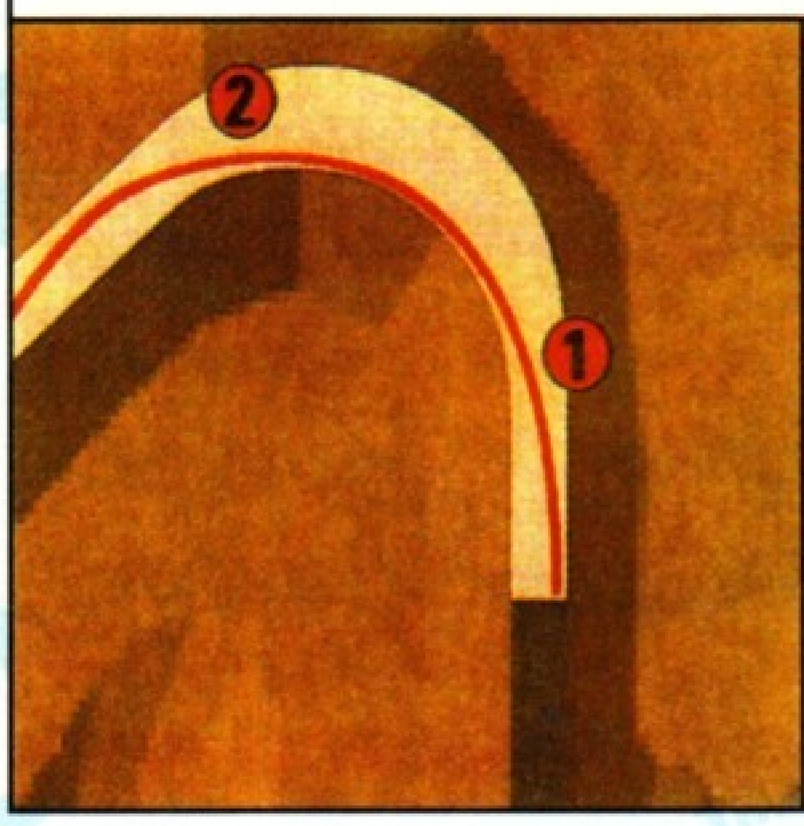


MOUNTAIN A

After a quick start, and after a brief period of speedy driving along the main highway, you suddenly begin your ascent into the hills. This is a hard left corner, and must be taken as shown in the diagram. Drop your gears to second, shift your back wheels round and hug the inside of the corner. Straighten yourself out (and shift into third gear) and ready your car from the next problem corner.



Start your side here, racer! And remember to hug the left side of the rockface!





Keep that racing line until the corner has ended, then switch up a gear, straighten up, and zoom away!

MOUNTAIN B

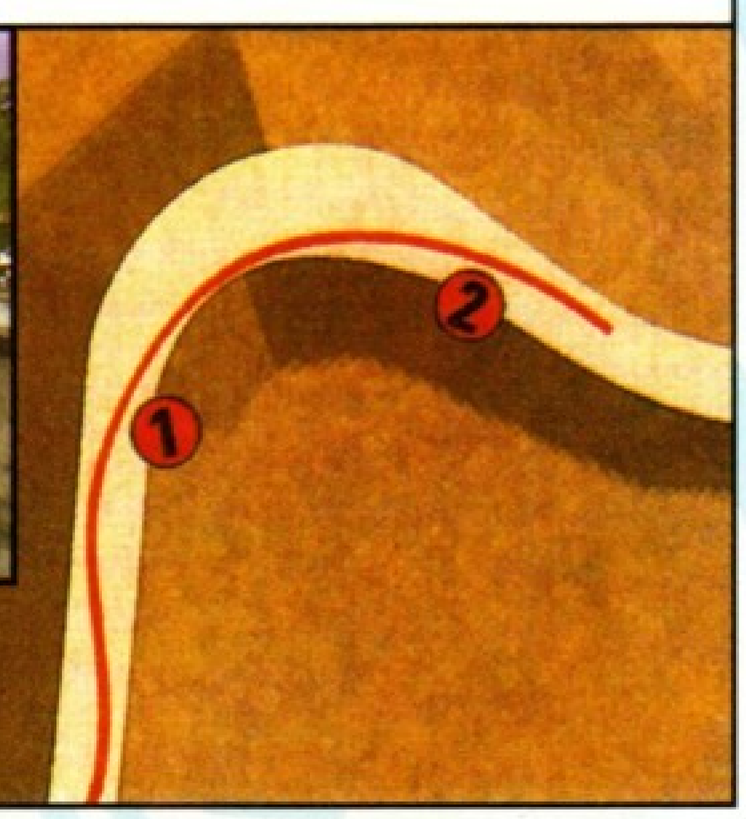
A medium right whilst still scooting round the valley is relatively simple for the Rally veteran. A quick drop down to second gear and a powerslide around the stone wall to the right should give you those valuable extra seconds needed. Change up the gears once you're out of your powerslide, and you're away! The next stop is the fabled U bend, so watch yourself!



A relatively easy right-hand bend is the least of your worries on this course. Hug that right-hand wall, though...



Ah, that's better. This gives you the ultimate racing line and emmense satisfaction! Now onto that tight U bend...



MOUNTAIN C

One of the trickiest corners of the game is the U bend before the second checkpoint. With skill, you'll be able to steer round in second gear, but following the racing line is a must, or else you'll find yourself floundering along the left-hand valley walls. Remember to swing your car round so that the bonnet almost touches the right-hand stone wall. Then a long left-hand bend awaits you.



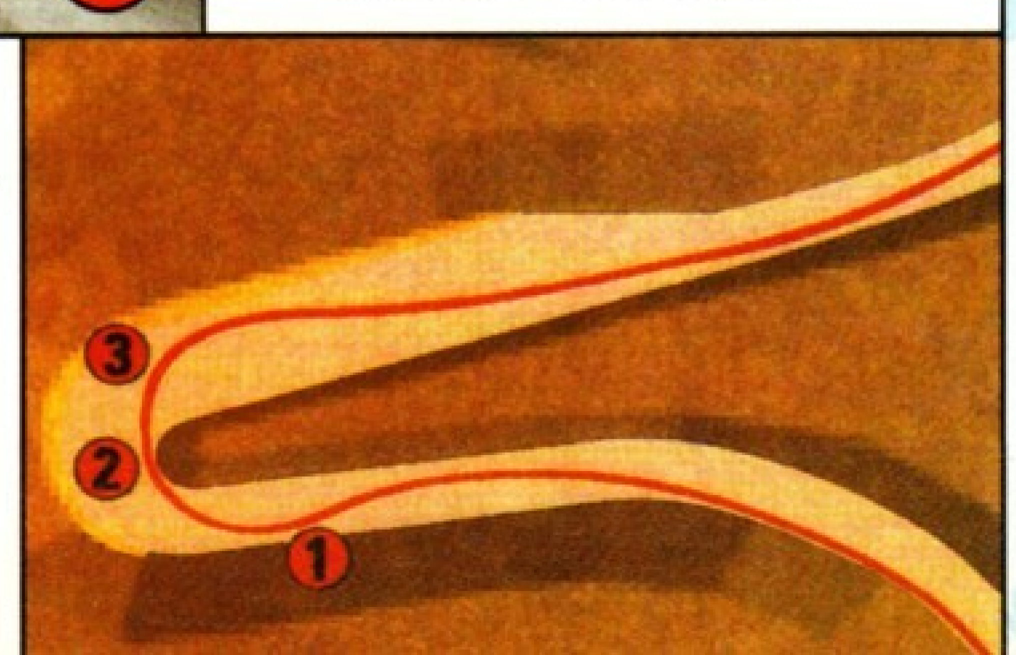
Watch this corner, as it's a really troublesome part of the track. Brake early to avoid embarrassment.



Midway round, and the car's handling like a baby. Marvellous. Now power out of that curve...



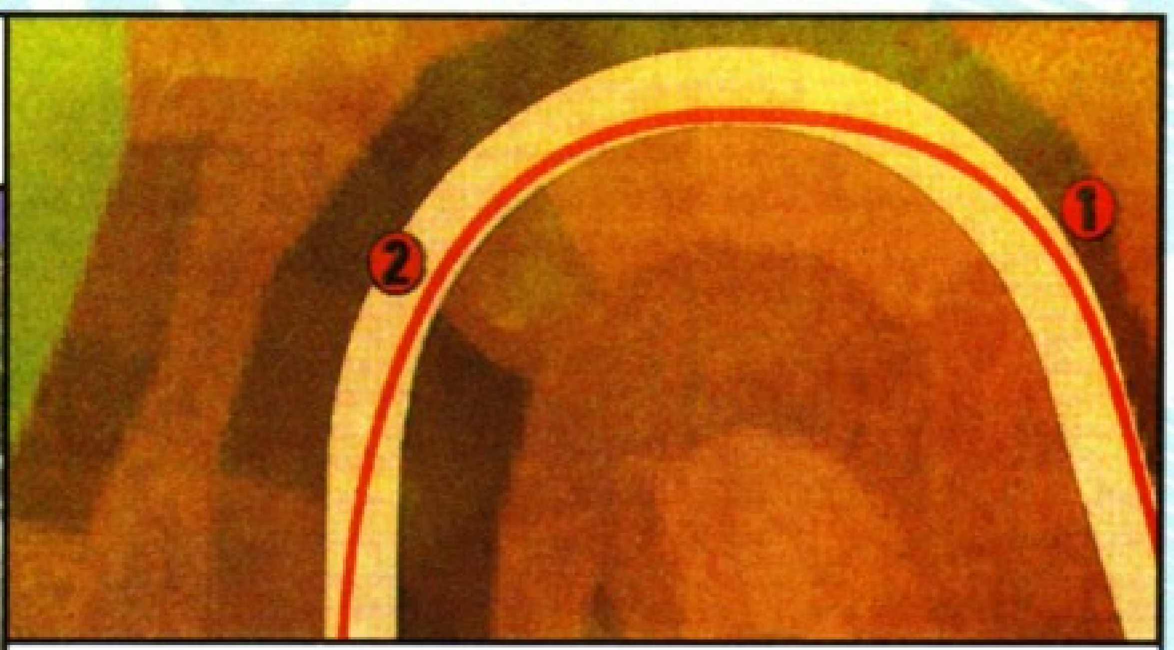
... and head for the checkpoint!



MOUNTAIN D



Bend-hugging once against proves to be a pre-requisite for this section.



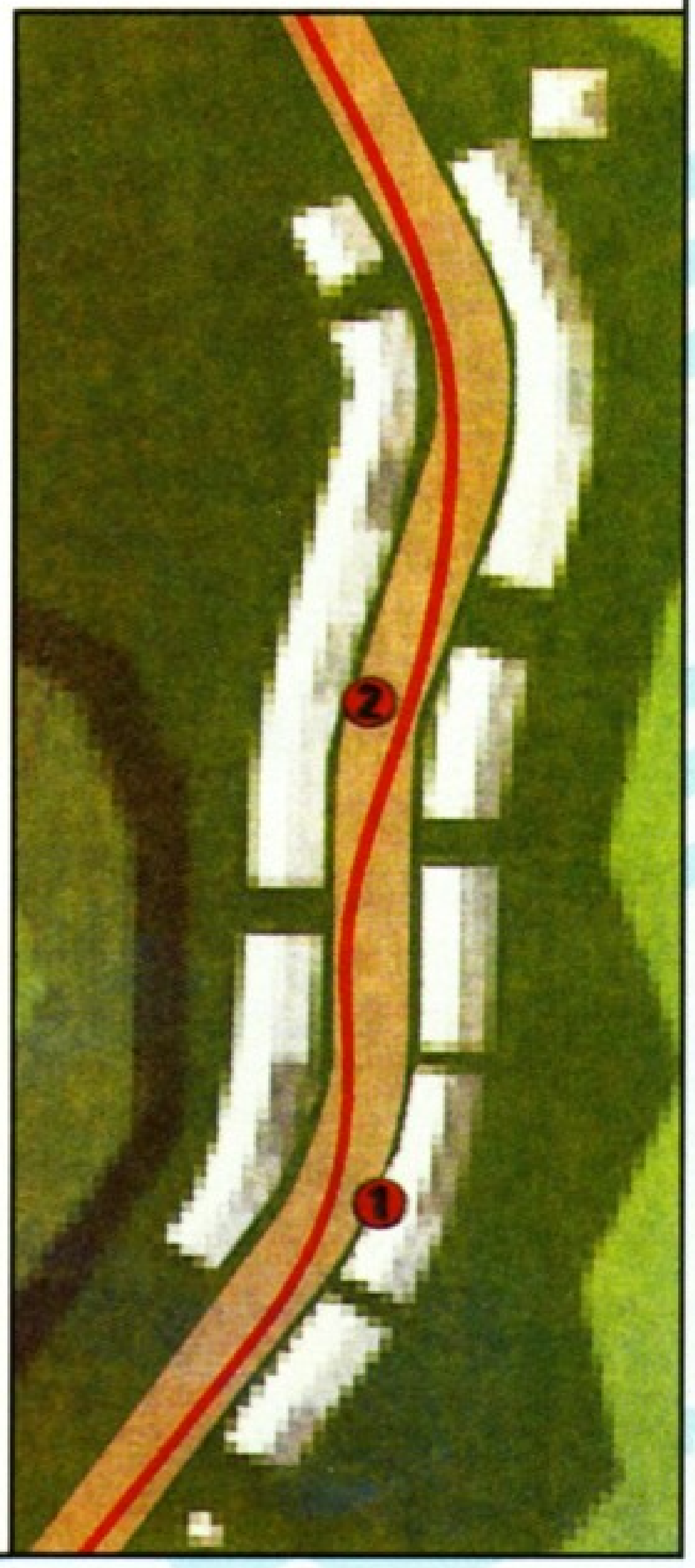
A very large U bend with a narrow track is your next problem corner on this circuit. Take the initial turn rather wide, but then skid round at speed whilst hugging the left hand of the track (the large sandstone wall) throughout the turn. As you straight up, find your racing line and enter the twisting village section atop the mountain itself.



Straighten yourself gently, and speed ever onwards... to victory!

MOUNTAIN E

Another snaking bend where a change down to second gear is required. After this, swing round as close to the right as you can, but try not to mount the raised areas of mud as this can lead to horrible spin-outs and much gnashing of teeth. Once out of your slide, put your foot down, change up and head for the final bend. The end is in sight!





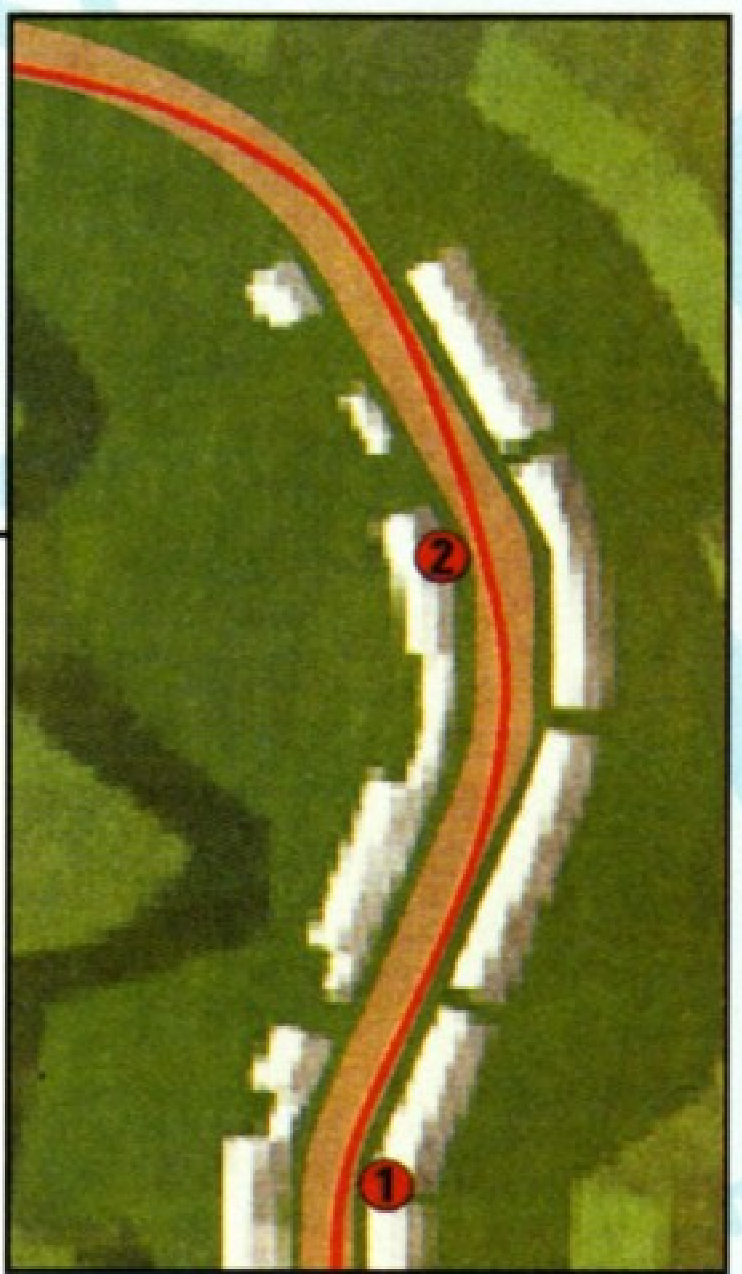
Wow, a straight bit! Now is the time to follow that racing line.

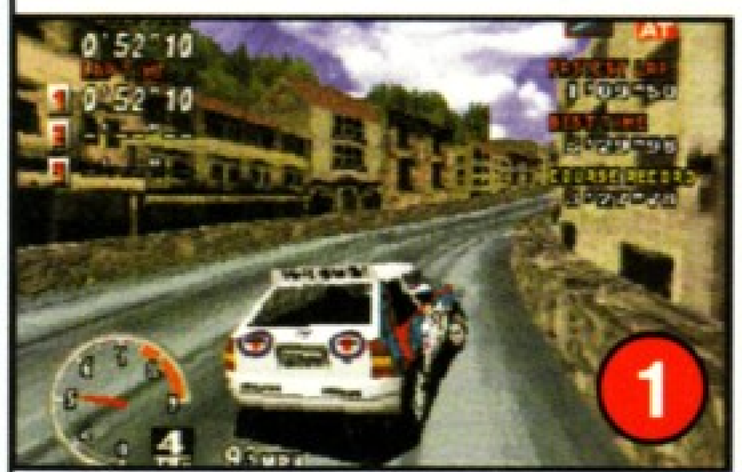


Finally, enter the checkpoint straight with a touch of powersliding.

MOUNTAIN F

A small mexican encampment flies by the middle section of the course, and for the first part of the section, there's no need for any swerving at all. Simply shift slightly to the left and right whilst remaining in the centre of the road, before taking the final bend on the left side of the road. This point leads to the checkpoint which is midway through the village. Now the time is right for the veteran driver to speed up and fly past the final village houses.





The second part of the mountain village road, and there's a brief right turn...



...followed by a left one that speeds you out and onto the two muddy bends

MOUNTAIN G

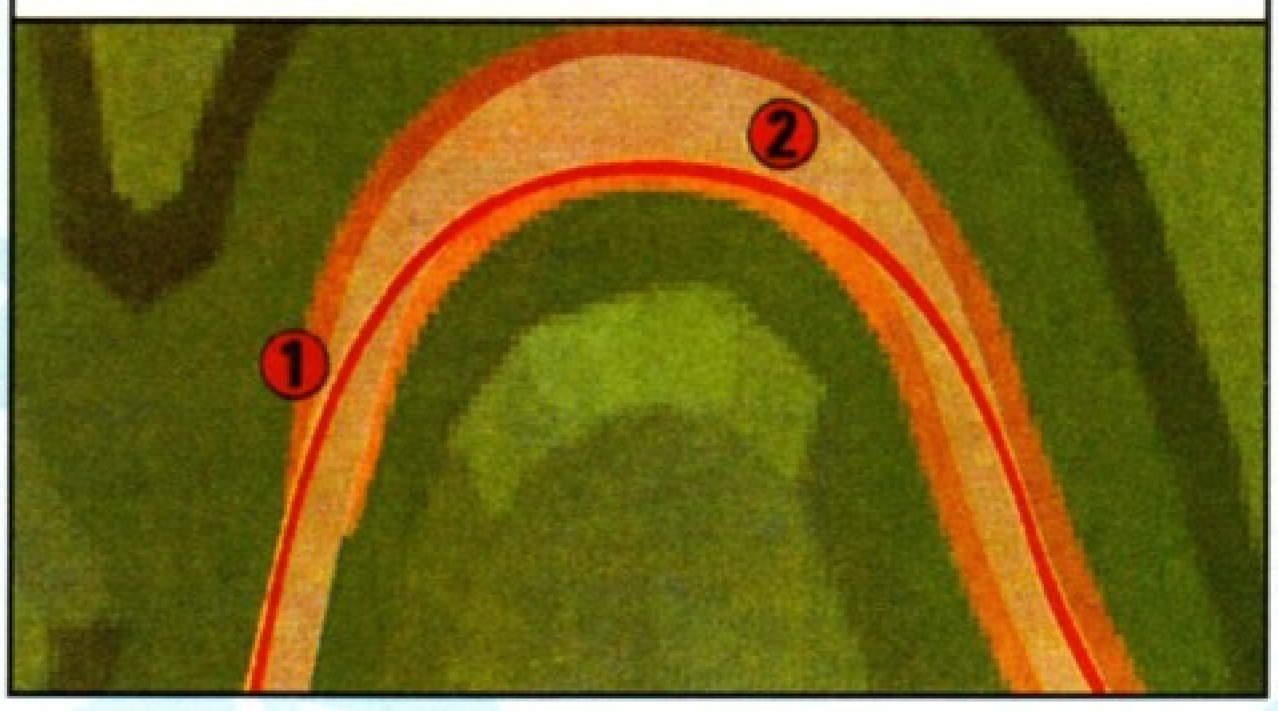
A real test of driving ability is the last problem bend, and this is essentially similar to the seventh bend; only a lot tighter. Again the trick is to swerve into the corner whilst changing to second gear, before righting yourself and powering back up to speed. Then you only have the finishing straight (with a slight bend to the left) to go, and the twisting secrets of the mountain course are yours!



This is rather tricky to initially pull off; don't slide onto the bank!

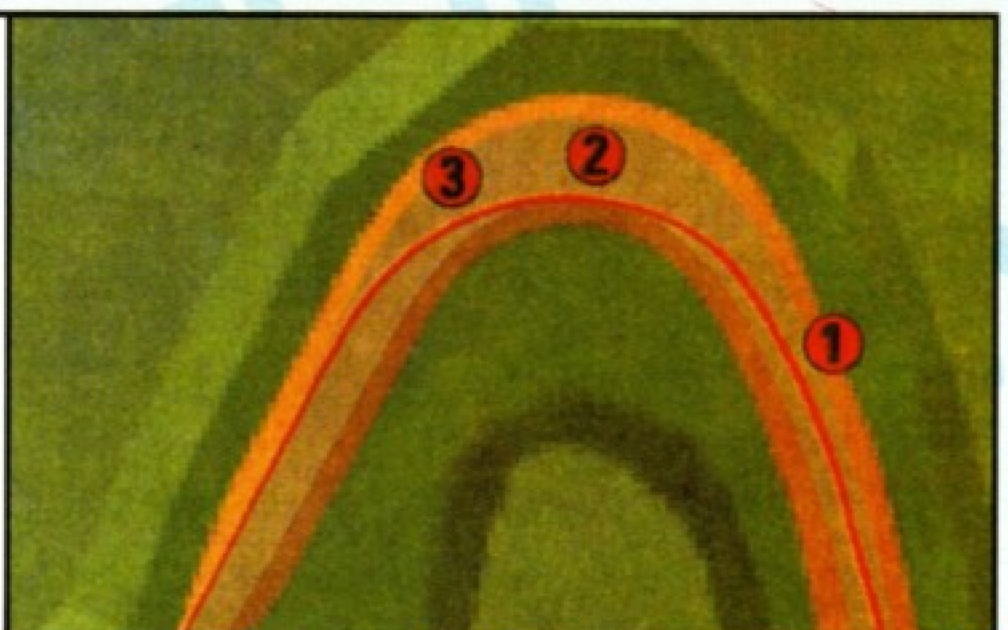


Keep calm and right your car before accelerating off.



MOUNTAIN H

As you pass the checkpoint, swing to the right (whilst keeping in fourth gear) and hug this side of the road until you reach the final corner, and then position yourself to the left for a good racing line. Drift to the right before heading for the final two tricky corners.





One final corner and the end's in sight!



After the navigator shouts, steer and gently side into the corner.

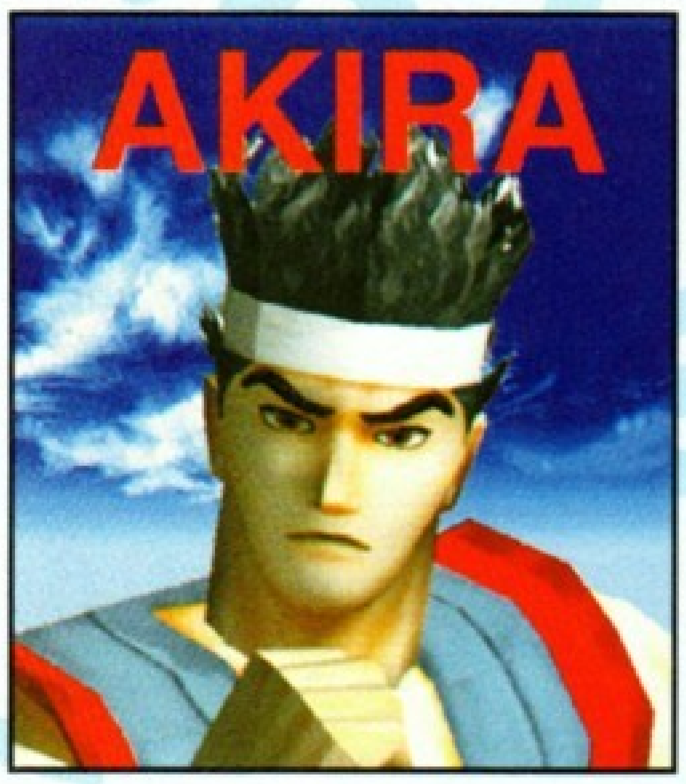


Once you've slithered round, accelerate to a fantastic victory!

NEXT MONTH: LAKESIDE!

SEGA SATURN MAGAZINE Virtua Fighter 2 AKIRA Virtua Fighter 2 Masterclass

Once again SEGA SATURN MAGAZINE returns to the premiere next generation 3D fighting game, with more in-depth techniques and tactics exposed. This month, we take a look at the way the combination attack system works and examine the game's lead character - Akira Yuki - surely the most powerful fighter in the world!



Of all the characters in Virtua Fighter 2, Akira is by far the most difficult character to master - that's why we've tackled him first. Although he is difficult to learn (as in the first VF), once mastered he is by far the best fighter in the game (unlike the first VF). What must be stressed from the very beginning is that he plays quite unlike any of the other fighters, and if you're used to the likes of Sarah or Jacky, you're not going to adapt as quickly to Akira as you would to say, Lau. The advantages are that Akira's sheer wealth of attacks at close-range is enough to take care of any situation. Still, here's a slightly more in-depth pros and cons list for Akira.

ADVANTAGES

1. His special moves are incredibly powerful - some of them can inflict more damage than throws from Wolf or Jeffry.
2. Sega and AM2 wanted to him to be the coolest character, so he does benefit a lot from the best-looking moves!
3. At close range, he has the very best attacks and a huge choice of them to boot.
4. Supplementing his close-range fighting still further is the range of Pai-style attack reversals.
5. He has the Stun Palm of Doom (SPoD)!

DISADVANTAGES

1. Akira has a distinct disadvantage at ranged attacks, revelling only in close-range bouts. If opponents keep at a distance, they stand far more chance than Akira.
2. He only has an average level of speed - Sarah, Pai and Lion for example can dart in, strike and dart out before Akira can respond.
3. His special moves, although powerful, are extremely difficult to execute compared to other characters.
4. He has no sequential button pressing combinations, apart from a crap PP and PK.

SURE-FIRE KILLING TECHNIQUES

Akira has some of the most truly terrifying and indeed effective combination attacks in the game, and here is where we begin to go into depth on them. It must be said that there are many, many more (we haven't even begun to touch on those which use Akira's knee as a floating technique), but these will be plenty to be getting on with. However, first of all, we'll discuss the oft-mentioned Stun Palm of Doom.

COMBINATION METHOD #1: SEQUENTIAL BUTTON PRESSING

Every character has what we will call "built-in" combinations such as PKs, PPKs and of course PPPKs. These are strings of moves which the fighter knows already and that you can access via what is usually just a case of sequential button-pressing. Akira is the worst character for this (with just a measely punch-kick combo) with Lau being the best. All of these were revealed in the moves list published in issue three. This method is by far the easiest way to score multiple hits.


The barrage begins with a single punch button.


And another...


And indeed, another. Now just press kick...


... For the pay-off. The easiest combo to perform.

AKIRA HAS THE BEST ATTACK IN THE GAME!

A true test of Akira mastery has to be the Stun Palm of Doom (usually referred to as the SPoD). It begins with a simple palm to the chest and follows up with an immediate reverse body check and finishes with Akira turning and planting two more palms into the hapless opponent's back. The actual move seems pretty simple, but the entire thing is executed in less than a second! This is incredibly difficult but if you master it, the rewards are immense. For a start, it's incredibly damaging and secondly it just looks the business! The difficulty level of this move alone is enough to put most people off, so follow SEGA SATURN MAGAZINE's recommended approach.


Step 1: press all three buttons at close range for the stun palm.


Step 2: the hardest bit, with much precision timing required.


The final part of the Stun Palm of Doom is relatively easy to produce.

1. Press G+P+K for the Stun Palm
This is, of course, the easiest part of the move to perform. Simply press all three buttons at close range for this move.
2. Press back-down/forward-P+K
This is the true test of timing. You need to start entering the command as the Saturn responds to the first G+P+K move. The down/forward-P+K part should be finished off immediately after the G+P+K has hit. This causes Akira to perform a shorter, sharper version of the reverse body check.
3. Press back-P
This is pretty easy to input because the reverse body check of the last part of the move takes a while to finish and you should be hammering that punch button for all your worth!

AKIRA'S DEVASTATING COMBINATIONS

Akira has two primary moves for scoring a floating hit. The easiest is one half of the forward double kick for which he is famous (forward-forward-K). This is supposed to be followed up by another kick, but in fact, its recovery time is so short you can immediately follow up with all manner of devastating techniques. This move is particularly effective when behind the opponent. The second good floating move is Akira's knee. The only problem here is that the move is so dif- >>

Virtua Fighter 2



Press back, down-P+G for this staggering trip... This leaves plenty of time for...



... The forward-forward-K floating attack. Lion stands no chance as...



... The power upper-cut (down/forward twice then P) hits home!



>> ficult to successfully execute on a continual basis - in fact, some rate it as being more difficult to produce than the Stun Palm of Doom! So, let's just stick to the kick eh? The basic technique to remember here is that Akira's really powerful moves (dashing shoulder charge (back-forward-forward-P+K) and the power-uppercut (down/forward-down/forward-P) are easily blocked on their own. Use a floating move to make them defenceless and then use the power move in question.



Again we'll start off with the back, down-P+G trip...



... And once again pull off a forward-forward-K floating kick.



This time finish off with a shoulder charge (back-forward-forward-P+K) for excellent damage!



An easy one to remember. Perform the stagger trip...



... And simply follow up with a power uppercut (down/towards-down/towards-P).



A master's combo, this one. Again, start with the stagging trip (back-down-P+G)...



Do the floating forward-forward-K and be quick to perform the motion again...



You can get another kick in just as before and if you keep pressing K...



... You manage to perform both kicks - a stagger plus three-hit combo. Excellent.

ESSENTIAL TECHNIQUES #1: THROW REVERSAL

This is sometimes known as a counter, although since we've used that phrase elsewhere, we're going to call it by its proper name - the reversal. Any throw that is used on you that uses P+G pressed together is pretty cheesy and a cheap way to score a hit. AM2 have decided that you can escape such throws by pressing P+G shortly thereafter. Timing is essential here - you have to press your P+G to escape almost simultaneously, so for the most part, you need to anticpate when a cheap throw is going to be used on you. If you perform a move that needs a lot of recovery time (like most of Wolf's or Jeffry's) you ought to be pressing those buttons like mad during that short period of time. Performing a throw reversal seems to be the only technique that appears to work during recovery time.



Lau is a pain with cheesy P+G throws, along with Lion, Pai, Sarah and Jacky. Akira's sorting him out here.



Some P+G throws can end up with you behind your opponent. After a throw reversal, this is bad news for the "thrower".

AKIRA'S BREAK-STANCE THROWS

Akira is unique in that he has throws which don't actually cause any damage - they just throw the opponent off-balance for a short while. The advantage here is that you can follow-up with practically any move you fancy. The chart belows shows exactly what is guaranteed to work. To be honest, although these throws are easier, SEGA SATURN MAGAZINE recommends sticking to the throws which end up with Akira behind his opponent. This offers far more potential for deadly combinations. However, the movements required for all of Akira's throws are pretty similar, so sometimes you might end up with a break-stance move when in fact you wanted, say, a reverse body check. That being the case, this information does have its uses.



This one's in the intro - back/down with P+G produces the surprise exchange...


... Follow up with the shoulder charge (back-towards-towards-P+K).



A break stance opener (here back-P+G) catches out Jeffry...



Initiate a PK combination for two free hits...



Here's that kick in the PK combo...


And finish off with a dashing elbow (forward-forward-P).


This a good one with the down-P+G break-stance throw. Keep down pressed...


... Enter back-forward-P to finish off the double-handed shove...

ESSENTIAL TECHNIQUES #2: ATTACK REVERSAL

This is limited to Pai (who could do it in the first game), Kage and Akira. Basically, this involves anticipating an attack and executing the appropriate reversal move simultaneously (full moves list in SEGA SATURN MAGAZINE issue three). Pai and Kage are pretty limited in what they can reverse, whilst Akira can reverse anything but the commands to do it are more difficult. It's also worth noting that Wolf has a reversal too - but it isn't so effective, only working on mid-level kicks aimed at him. The advantages of these reversals are obvious - if you can anticipate an opponent's move, you can actually use it to score damage against your foe! This is an essential technique to remember because many so-called Akira and Kage masters completely ignore the reversals. Do so at your peril!


Pai's an old hand at this.


Akira's the best at reversals.


Wolf's reversal is limited.


Kage's is actually quite useful.

ESSENTIAL TECHNIQUE #3: COUNTER-STRIKES

Learning how to counter is essential in pulling off truly spectacular floating combinations. In examining this, we'll check out the three stages involved in any attack.

1. Attack Generation
This is the time taken for you to input the move, be it a special move which has an intricate joypad combination or just pressing the punch button.

2. Move Execution
The move is now in full force and if you connect with the opponent, it hits and you are for this split-second, invulnerable (unless your opponent hits you at *exactly* the same moment.

3. Recovery Time
After every move an amount of time elapses before your character can perform another technique - this is known as recovery time. Typically, special moves take far longer to recover from. The difference in recovery time is what makes floating combinations possible.

Countering is pretty straight-forward. You receive extra damage if you manage to hit your opponent during point two (if he misses you) or during point three. What is also good is that if you are using a move which floats the opponent (such as a knee), the force involved actually sends them flying *higher* into the air. This means that your basic floating combos are guaranteed to work and you have the chance of scoring more hits via more ambitious combinations.

An example of a floating move (Jacky's knee) NOT being used as a counter. Notice the height.



The same move used to counter Lau's roundhouse kick sends him flying much higher, meaning better floating combos.



COMBINATION METHOD #2: STAGGER HITS

Virtua Fighter 2 improves on the original by incorporating staggers - rather than just take a hit or fall over, a particularly weighty blow sends an opponent reeling, unable to respond. During this time of vulnerability, the attacking party has time to get in a free hit, or series of hits (usually sequential button pressing combos). Good moves for staggering: Akira's break stance throws (which basically throw an opponent off balance) and mid-kicks (down-forward and kick - most characters have these). The latter move works incredibly well against opponents who are blocking.



Lion's mid-kick has a staggering effect on opponents who are crouching and blocking. This sends his foe reeling backwards defenceless...



An uppercut swipe (up-punch) is an easy hit to score on a staggering opponent. The CPU player does this a lot.

BASIC MOVE COMBINATIONS

Akira is different from the other Virtua Fighters in that he has moves which he can seamlessly chain together. For example, a double handed push is achieved by pressing down, pulling back and pressing forwards with punch. A degree of time is required to "charge" the down part of the move, so why not start with a low kick? This way you can chain two hits together with minimum effort - and this case, the double handed push is far easier to execute. Some more examples follow...



A basic combination - down-kick can be held to charge...



... the down-back-forwards-P double-handed shove technique.



Another very simplistic combination. Start with a PK combination. Here's the punch...



... And there's that kick. While this is being executed, press forward-forward...



... With P to chain a dashing elbow into the technique.



The down into forward with P move produces this palm strike...



... Which can be followed up immediately with a forward-forward-P dashing elbow.

COMBINATION METHOD #3: "FLOATING" HITS

This is by far the most difficult way to execute a combo, but it is essential that you learn it - hence the small section on "floating" seen in last month's Master Class. If you aren't clear what it means, basically every character has at least one move that sends an opponent flying into the air when it hits. Once this occurs, the opponent is helpless until he lands on the ground. During this time, you're free to inflict whatever hits you desire. Three examples of floating combos were in last month's Master Class, but basically any character who has a knee attack (forward-kick) can score an easy float.



Unlike VF1, Sarah's knee has definite floating combo potential (forward-K).



Follow this up with a Sarah combination of your choice...



Here we've gone for the three punches followed by a knee.



The initial knee keeps them in the air where they can't fight back.



The punches inflict small amounts of damage, this final knee is the pay-off.



NEXT MONTH

Shun Di is exposed, along with one of the Bryant silbings...

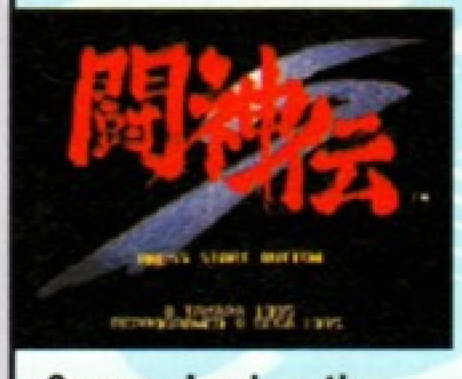
Tips

TOH SHIN DEN S

To access the three hidden characters – Gaia, Sho and Cupido – go to the title screen (with Press Start flashing up) and press Up, Down, Up, Down, Right, Left, Right, Left. You'll hear Ellis shout to let you know that it's worked. Now start any type of game and the two bosses, Gaia and Sho, will be added to the right-hand side of the screen. To select Cupido, highlight Sho, hold Up and press any button.







Once you've done the cheat here...





...You'll be able to get the three hidden characters – Gaia, Sho and Cupido.



VIRTUA COP

The long-awaited Gun Select cheat is finally revealed! The hidden option will allow you to pause the game and select any of the weapons at any time – including a special ultra-fast version of the Machine Gun – with unlimited ammo! Simply press the Start button to pause, then reload by shooting off the screen or pressing C to cycle through the weapons.

Start the game up and when the SEGA screen appears, hold C and press Down, Up, Right, Left, Up, Up, Left, Right. You'll hear a noise and the option will now be accessible from the cheat menu (see issue 4 for details). By the way, you'll need to have the Ranking Mode options already saved in your Saturn for it to work, either by completing the game or by using the cheat.





Enter the cheat quickly here to get the gun select.





As soon as you've got the cheat working, choose "Special" and blast away!



SEGA RALLY

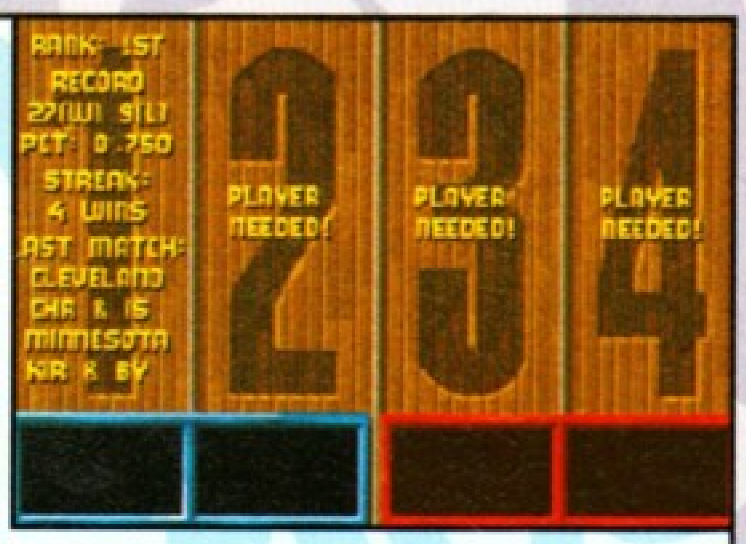
To race against one of AM3's top drivers on the Desert course, select Time Attack. Choose any course and any car and when you reach the screen with "3 Laps" and "Free Run" options, highlight "3 Laps" and press X+Z+C at the same time. You'll start as usual, only the shadow car will race off and get 52 second laps on the Desert course. By the way, this is another feature not included in the inferior American version of the game.



Get here and press X+Z+C at the same time to get some clues for our Time Attack compo.







NBA JAM: TOURNAMENT EDITION

The NBA Jam games always contain secret characters, and the Saturn version's got a massive number of them. To play as any of the characters listed, answer "Yes" when asked if you want to enter your initials, then hold the L and R shoulder buttons while entering these letters and dates. "Secret Player" will appear on the screen to let you know that it has worked. By the way, the commentator even calls out all of the secret character names when they get the ball!

Charles	CHA	May 4	Higgins	TOM	Feb 19
Clinton	BIL	Jun 3	Hill	ZIG	Apr 7
Hillary Clinton	HIL	Nov 6	J Moon	JAY	Aug 24
Mike D	M_D	Jul 1	Chow Chow	CHD	May 5
Adrock	ADR	Apr 6	Brutah	GOW	Jul 17
MCA	MCA	Apr 9	Weasel	DAN	Jan 2
Heavy D	HEA	Jan 9	Snake	SNK	Jun 15
F Prince	FRS	Feb 2	Renaldo	REN	Feb 4
Jazzy Jeff	JAZ	Oct 9	Fumungus	GUN	Jan 11
Benny	BEN	Sept 20	Kabuki	KUB	Apr 14
Blaze	BLZ	Jan 14	Max	LIZ	Aug 7
Hugo	HOR	Jun 12	Sequoia	SAW	Apr 10
Bird	LAR	Jan 15	Boo-Boo	THI	Nov 1
Gorilla	APE	Apr 2	Pistol	WAN	Jun 10
Crunch	WOL	Mar 7	Facime	DEL	Oct 19
Catling	CAT	Jan 2	Air Dog	AIR	Jan 21
Hutchinson	BAR	Apr 9	Carlton	CAL	Mar 25
Magic Hair	STH	Dec 8	Divita	DIV	Jul 3
D Falcus	DAZ	Aug 6	Goskie	GOS	Jan 6
Hodgeson	HOG	Dec 31	Liptak	LIP	Jan 14
Tunnicliff	SAT	May 7	Rivett	REV	Jul 6
J Falcus	JAS	Nov 16	Turmell	TUR	Jan 31
Jax	JAX	Mar 1	Thomas	FNK	Jan 8
Mad Mike	MUS	Dec 24	Gordon	GOR	Jul 3
McHugh	BAA	Jul 12	Shelley	SHY	Jun 8
Gray	ROB	Feb 23	Moore	MOE	Jun 8







Hugo the Hornet and Crunch the Wolf in action. Hugo (left) looks uncannily like Rad, yes?

These bonus codes can be used as cheats. Enter them in the same way as the secret characters.

All 27 teams defeated	FIN	Jan 1
26 of 27 defeated	END	Jan 1

Once all of the teams have been beaten, you play again with extended team rosters; secret opponents and hidden power-up modes.

DIGITAL PINBALL

These cheats should be entered on the title screen with "Press Start Button" on it. They give you a variety of messages, like the programmer credits, the version dates and other exciting features.

Credits - C, B, A, A, B, C, Y, Z, X, Down, Down
Weird Numbers - X, Y, Z, X, Y, Z, C, B, A, Up, Up
Sound Pro Version - X, X, Y, Y, Z, Z, A, A, B, B, C, C
Plasma Pro Version - Up, Up, Down, Down, Left, Right, Left, Right, B, A, X

VIRTUA FIGHTER 2

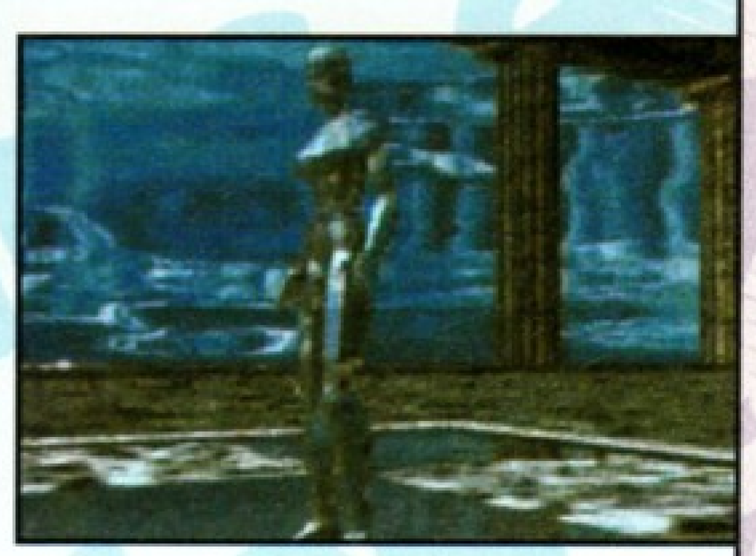
There's a hidden video clip of Dural breaking up to reveal her real human form – Kage's mother. To access it, complete the game on the Hard difficulty setting, including beating Dural first time. It may sound really hard to do, but it can be made incredibly easy by setting Player 1 to "No Damage" and Player 2 to "Smallest" energy bar from the options screen. You'll still need to play right through the game, but you can only lose with a Ring Out.















GAME *of the month*

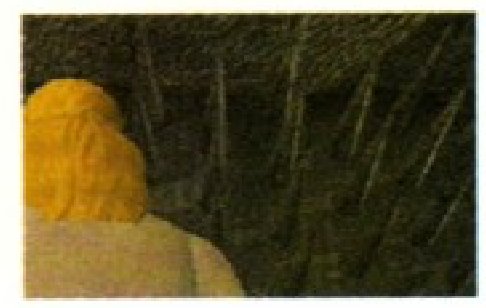
D

BY	ACCLAIM
PRICE	£44.99
RATING	★★★★













With the absence of any storming titles from Sega this month, there's an abundance of non-Sega titles released, among them this gem of an adventure title from Acclaim. It's difficult to slot it into any game genre as such, mainly because it's hard to ascertain what you actually do, apart from wander around and look at pretty objects, which is why action fans should definitely give this one a wide berth.

However, if you like a bit of murder mystery and suspense in your gaming, then this should suit you down to the ground. The story is enough to give younger gamers nightmares – a doctor has gone mad in a nearby hospital and hacked his patient's to death. Unfortunately, he's also done a runner and it's up to his daughter Laura to sort out the mess (literally). To do this, she must enter her father's twisted alter-reality and solve the many puzzles which are put before her. Solving them usually entails finding keys entwined within rotting corpses, opening boxes, dodging attacking knights and generally avoiding being killed by some unsavoury object.

While the in-game action is definitely not to everyone's taste, the story can be really gripping at times, and the graphics, although in a small window are really crisp, clear, and at times, disgustingly gory. People already used to playing games of this type (such as Myst or even some of the RPGs on the Megadrive), may find that the action is completed all to soon – most of the puzzles are relatively easy to solve, although there is one in particular that's absolutely rock hard – but gamers new to this genre may find that this will last them a fair old while. Not perfect by any means, but the best game of its type available on Saturn at the moment.

FIFA'96

BY	ELECTRONIC ARTS
PRICE	£44.99
RATING	★★★★

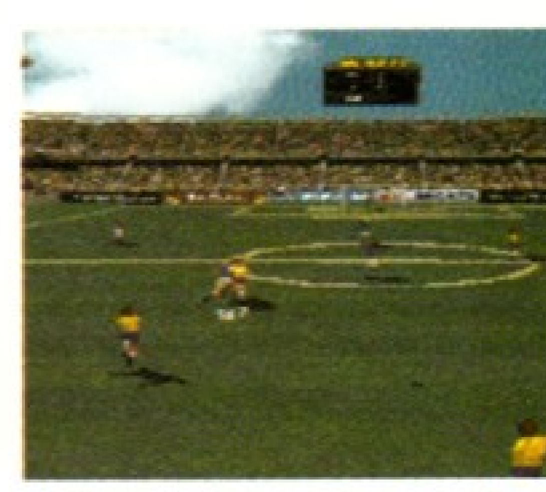












Well, after the obvious 'big three', FIFA Soccer is easily one of the most awaited titles on the Saturn. In fact, EA slipped this one out just after Christmas, hardly bothering to tell a soul here in review land. The reason for this is not altogether unobvious – the Playstation version had just been released and naturally, everyone would be comparing the two versions.

However, EA needn't have worried too much. FIFA blows Sega's existing footie title, Victory Goal clean out of the water. It's got club sides, international sides, real players – hell, it's even got John Motson to help everything along as only he can. There's millions of customising options, several different camera angles to view the action from and unlike most sports sims, these options really can make a difference. So all well and good eh?

Not quite. Although the actual game mechanics are pretty spot on, the same can't be said for FIFA's appearance. The sprites are slow and fuzzy, and the screen sometimes jerks when the pitch is moving too.

Still unless, you're a football trainspotter, these features aren't likely to bother you, especially when you soak in the atmosphere of the game, which has to be as close to football as you can possibly get without pulling on a pair of boots. You'll glean months of play from this one.

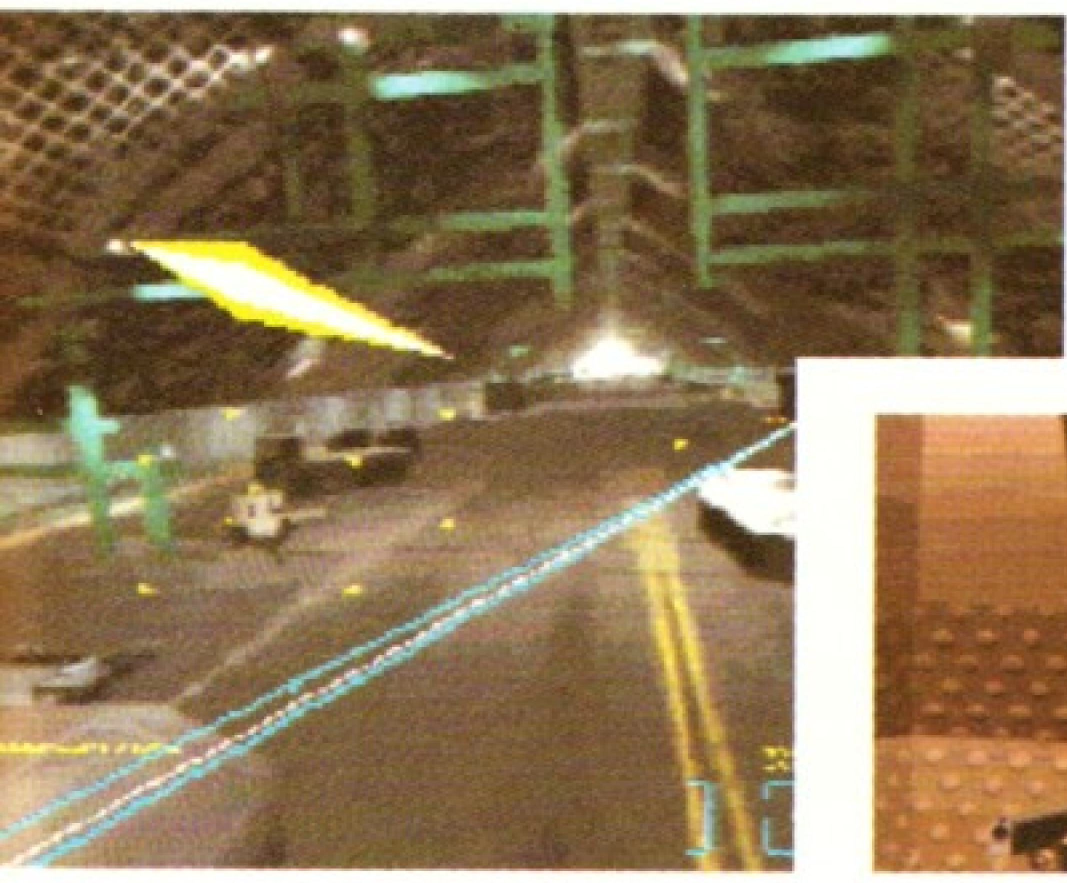




OUT NOW

Cyberia

BY	INTERPLAY
PRICE	£44.99
RATING	★★★







Hey everyone it's February (or March depending on when you bought the mag)! What does that mean? Well, it means that there's not much software knocking about and developers tend to convert all their old PC stuff for an easy low-budget release. And that's exactly what's happened with Cyberia. Released on the PC a couple of years ago, it wasn't very popular then. It's likely to be even less popular now.

The reasons for this are very simple. Cyberia relies very heavily on the game plot, and in fact, most of your time is spent observing what's going on. Each level has very specific tasks which must be completed before progressing to the next section, and at the beginning of the game, each level is played out as either an isometric or close quarters combat game. However, after the first few levels, this suddenly switches to a first person perspective shoot 'em up. Unfortunately, there's too many levels of these in one go to make them much fun.

Throughout the title, the graphics remain pretty spectacular, and if you had to assess the game on looks alone, it would score very highly. It's just that Cyberia tries too hard to be everything at once. Still, not bad.

Johnny Bazookatone

BY	US GOLD
PRICE	£44.99
RATING	★★



Ah, if only we had a sub-section dedicated to gaming cabbage of the month – this would surely take the crown.

An evil music philistine has kidnapped all of the world's leading musicians (Sad Cafe, according to US Gold) and has taped them all up in a box or something and is refusing to let them go. Unfortunately (for you) he failed to capture Johnny Bazooka, who has now taken up a quest to retrieve his mates in the name of the good ship Rock. Sounds like a Megadrive game already, doesn't it?

Funny that. Because if it wasn't for an extremely lengthy Silicon Graphics intro tacked onto the beginning, you'd probably think it was. Honestly, this employs some of the worst graphics ever seen on the Saturn and that takes even the first generation games like Astale into consideration. Johnny looks like a rockabilly abomination, and as for the rest of the graphics, well, quite simply crap.

It's hard to believe that in this day and age, something like this exists.







TOH SHIN DEN

BY	SEGA
PRICE	£44.99
RATING	★★★★

This month, Tohshinden S finally makes its way to the Saturn, and even comes complete with a couple of extra characters, all of which are hidden at the beginning of the game. It's sometimes difficult to see why this enjoyed so much attention in the past – although the graphics are of top-notch quality, the actual game is sometimes repetitive and lacks a distinct learning curve – there's only so many moves to memorise. Of course, this doesn't make the game any less fun to play, and Tohshin Den S is fun to play – it just restricts the longevity of the title somewhat.

Naturally, if you compare it to the awesome Virtua Fighter 2, Toh Shin Den S no where near touches it in terms of playability or sheer quality, but that doesn't necessarily mean that it's not worth buying. While it may not have the depth or amount of moves theat VF2 holds, it's fair to say that it's a different type of combat title – one that depends more on spectacular special moves and weapons.

Not one for ardent combat, but fun all the same.













OUT NOW

True Pinball

BY	OCEAN
PRICE	£44.99
RATING	★★★



Pinball games haven't exactly been heralded into the next generation of video gaming – it's not hard to see why when you consider that pinball consists of flipping a small silver ball around one, fairly small table. Why would anyone want to see this converted on to their shiny new Saturn? Well, you'd be surprised. When these titles are converted well, they're among the most popular games you can buy – especially if they come equipped with bonus tables and sub games.

But, Ocean's pinball is different. It doesn't go in for any of those fancy add-ons, instead, it offers, real pinball and nothing else. Is this an excuse because the programmers couldn't be bothered to program anything extra into the game, or do they really like straight pinball and nothing else? Hmmmm.

Anyways, there's three tables to play on in all, the purpose being to rack up as many points as possible without losing the ball down the little hole at the bottom. And um, that's about it.

The great thing is that if you love pinball games, then boy are you in for treat with this one. But, why, or indeed, how could you love a game like this when there are quite plainly loads more in-depth and non-sleep inducing titles out there. If you really like pinball so much, you could play to your heart's content on a real pinball table for less than a quid.

World Cup Golf

BY	US GOLD
PRICE	£39.99
RATING	★★



Golf is an incredibly popular game on all consoles and on PC it's even bigger money earner, so it's no wonder that companies are clambering over themselves to rush out simulations. What is quite difficult to believe though, is that the end result is sometimes very far removed from the original game. US Gold's version of events only has one course to play on, which is a bit of a poor effort in itself, and becomes very boring very quickly. And although the graphics are pretty fine (this is not a difficult feat in a golf game), the actual game is a bit difficult to play. This isn't because the controls are difficult to get used to or the standard is set to a high level or anything like that. Nope, it's because not enough attention has been paid to the way the game has been put together. The different views of the course available are a bit thoughtless and erratic and whatever shot you decide to take, the ball doesn't necessarily follow the chosen route. Better than Pebble Beach Golf, but then that's no reason to buy it.

WING ARMS

BY	SEGA
PRICE	£44.99
RATING	★★★★







When this was released on import a few months ago, it was given a slating by just about everyone for being a bit on the dull side. Fortunately, Sega chose to hold back the title for a few months and promptly sent it back to their development people to make a few changes. A tweek here, fiddling with spanners there and the changes show themselves in the guise of translated Japanese text, but this in itself makes the game much more rounded.

While not as slick as the much celebrated Firestorm, Wing Arms is still a decent enough simulation and is hard enough to keep you going into the wee hours. However, you will need a large dose of patience to be able to keep playing through it, as at times it can be very fiddly indeed. But if you persevere, you'll find that this is as rewarding a flight sim as any other currently available on the Saturn.

ALSO OUT NOW...

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VIRTUA FIGHTER REMIX	£39.99	★★★★★

CD FILMS / MUSIC

To play any of these titles, you'll need a video cd card, costing £170. See your retailer for more details.



STREET FIGHTER ANIMATED

BY	CD VISION	PRICE	£14.99	RATING	★★★★☆

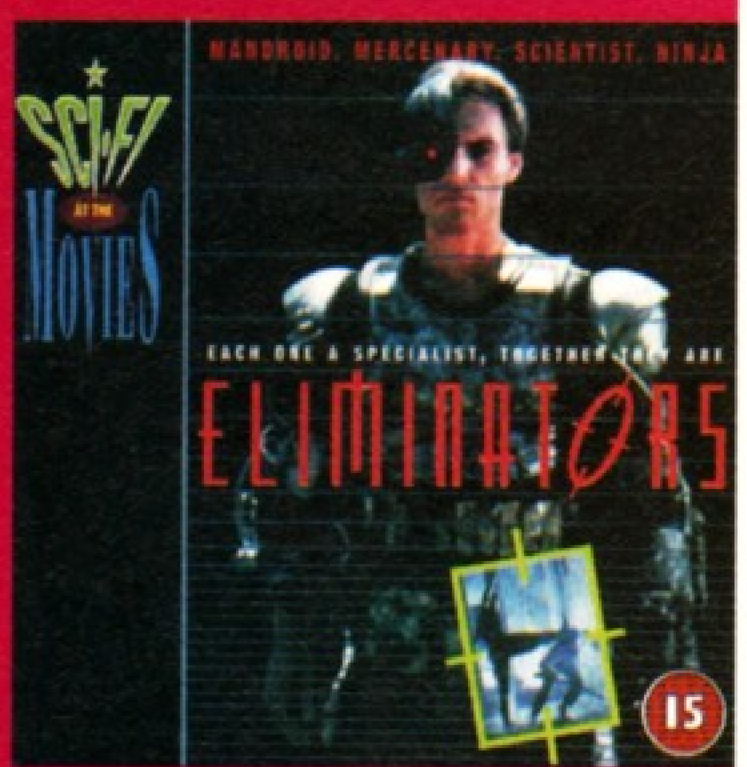
Van Damme, Minogue and a whole army of B-grade stars brought us Street fighter: The Movie. And it was crap. Way superior in every way to the awful live-action Streetfighter effort is this Japanese anime version of the tale. The dubbing is, for once, actually quite good, and the animation is superb. Sure certain liberties are taken with the Streetfighter mythology, but if you wanted it just like the game it would be very boring. Besides you'd have to be a right pedantic mardy get to start whingeing, because the overall effect is right smart. And thanks to the magic of VCD you can flick to that Chun-Li shower scene effortlessly, you sad man.



ELIMINATORS

BY	CD VISION	PRICE	£14.99	RATING	★☆☆☆☆

The first line of the blurb on the back of Eliminators gives a hint to the quality of the movie. "Like most of us, Mandroid began as human being..." So what did the rest of us start out as then? Ashtrays? Money? We had to bring that to your attention because it's highly unlikely you'll ever read it otherwise, given that this film is so not worth watching you'd hardly believe it. In fact, I remember seeing it on video when I was about ten and thinking it was crap then. Only worth watching for the ace scene in which the "Ninja" jumps through a giant whirling fan blade without being hacked to bits. Would have been better if he had.



JUNGLISM

BY	CD VISION	PRICE	£14.99	RATING	★★★☆☆

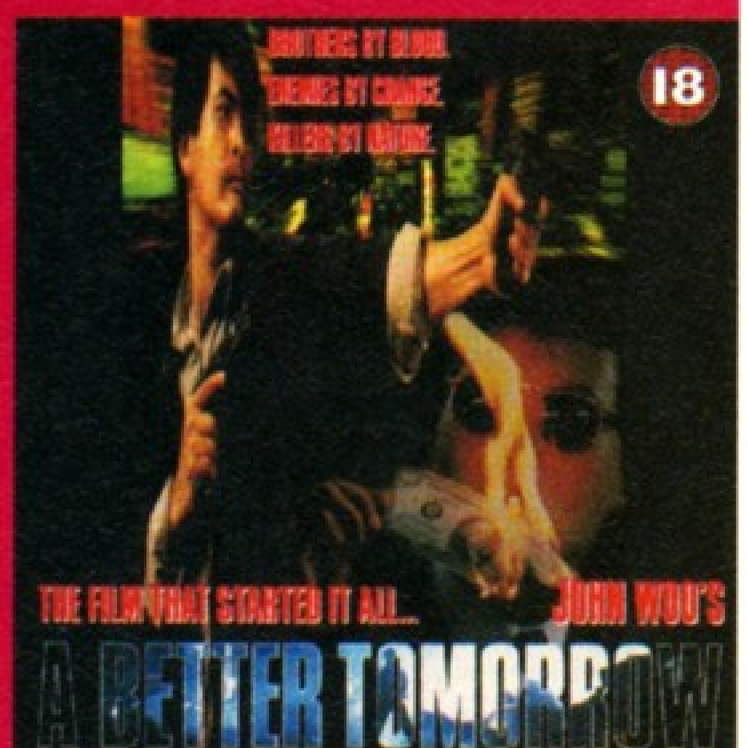
Yo, big up to the junglist massive, sending a shout out to the faithful etc etc etc. Junglism is, as you might be able to guess, a Jungle compilation. But it's not just any Jungle compilation, oh no. This one has spooky visuals to go with the music, and the tracks are interspersed with live footage and interviews with the artists concerned, usually granting such insights as "Well, we just turned the drums up really fast and... er, that's about it". Mixing well-known Junglists such as Dillinja and Leviticus with the less famous (well I'd never heard of her) Elisabeth Troy this isn't a bad bet if you want to get some mates round for a bit of a knees-up. Naturally, there's a big shout going out from us at Sega Saturn Magazine. Stay frosty! Cool your boots and so on.



A BETTER TOMORROW

BY	CD VISION	PRICE	£14.99	RATING	★★★☆☆

Hong Kong action John Woo spilt his first buckets of blood in this movie, starring his top pal and collaborator Chow Yun Fat. As usual it's a story of loyalties divided between family, friends, the mob and the coppers. And also, as usual, everyone dies. If you like your screen violence there are few directors to top Woo. Stuff like Hard Boiled and The Killer are in an action class of their own. Despite this being his first feature it's well accomplished and displays all his standard trademarks. Fast, slick camera work and explosions on the go until the charred cows come home! But then again, you can probably rent the video for about one pound these days. Ideal though for collectors of the great maverick's works.



next Month

MEDIC MEDIC!

Ok so you're probably a bit of a mess after all that lot. Your head's spinning from too much speed in Wipeout, your shins are bruised from a rough 90 minutes of Euro '96, and your jaw's broken thanks to the combined efforts of the Street Fighters and the X-Men! Well, although now might not seem like the appropriate time, here's the kind of mauling you can expect from next month's Sega Saturn Magazine.

We'll have extensive coverage of Acclaim's Alien Trilogy, loads of stuff on Psygnosis' other big hit, Destruction Derby, and reviews of, among others, WWF Wrestlemania and Shellshock.

For now though, have a nice lie down.



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